ENCHANTMENTS OF BLACK TOKYO

REVISED

OGL

3.5 SYSTEM COMPATIBLE

CHRIS A. FIELD

ENCHANTMENTS OF
BLACK TOKYO
REVISED EDITION
CATGIRLS, SEX TOYS AND POWERED ARMOR

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Fully Compatible with the PFRPG.

Requires the Use of the D20 Modern Core Rulebook, Published by Wizards of the Coast.

This book is produced with thanks to my roster of awesome comissioned artists, who have produced some incredible work for Otherverse Games throughout the years. Huge thanks to Anthony, Amanda and John. This book is a monument to your skills.

= Chris A. Field, Feburary 2018

This revised and dramatically expanded edition of ***The Enchantments of Black Tokyo*** is a complete and definitive guide to spells and sorcery in the strangest campaign setting ever imagined. Hundreds of new spells offer darkly thematic new ero-horror new weaons to traditional spellcasters or unparalleled flexibility to the point-based *Modern Spellcasters*. From spells that force lethal orgasms to spells that transform the caster into a horrific spider demon, these unique new spells blend traditional Japanese myth with hentai horror.

The real meat – the blood and guts of the sourcebook – is the exhaustive collection of magic items. ***Black Tokyo*** is a very high magic modern fantasy/horror campaign, where magic is common place, found on every darkened corner. Some of these items previously appeared in various ***Black Tokyo*** sourcebook including this sourcebook's first editions, and are collected here to build the ultimate toy box for your campaign. Others are all new, never before seen, ranging from enchanted school uniforms to mystically empowered laptops and game consoles or a diverse array of weapons and sorcerous armors. A myriad of new powered armors, dangerous artifacts and occult-tech oddities have been added to the setting. Consumable wondrous items and enchanted sex toys join the roster of more traditional magic items and special gear.

This book's subtitle is "Catgirls, Sex Toys and Powered Armor", which should give you an idea of what you're in for. ***Enchantments of Black Tokyo*** takes some of the most stereotypical elements of anime as an artform, melds them into a cohesive whole and presents them as part of an dark, eroticized horror setting. At nearly double the wordcount of it's first edition, the revised and expanded edition of ***Enchantments of Black Tokyo*** is pregnant with new magic, ready to birth new wonders and horrors into your *Black Tokyo* campaign.

INCLUDED IN THIS EDITION:

- Terrifyingly effective combat spells like ***Execution Chamber, Final Form, Horrorcore Transformation, Marshmellow Hell, Parade of Gory Deaths,*** and ***Vorpal Finger*** let you mutilate your enemies in bizarre (and stylish) new ways.
- Epic-level spells like ***Mighty Kaiju Henshin*** transform you into a sky-scraper sized superhero, while other spells, like ***Spider Yokai*** or ***Grotesque Oral Lusts*** warp you into lesser, but still demonic shapes.
- Disguisting *skatto* spells like ***Bladder Spike, Foul Infusion*** and ***Downpour of Filth*** turn trangessive fetishes into raw power.
- Truly vile and disturbing spells, like the ***Kappa's Obscene Kiss*** and ***Purity of Rape***, intended to be wielded by the setting's worst monsters. Can you survive the monstrous onslaught?
- An assortment of all-new magic wands for use by evil-blasting heroines!
- Dozens of unique racial artifacts designed by (and for) ***Akaname***, ***Nekomusume***, ***Goryohime*** and other inhuman heroes and villians.
- ***Busty Magic*** and the all new ***Pettanko Magic*** – cast unique spells using the size of your character's breasts as an additional spell component!
- Advanced technology married to occult enchantments,

in the form of half a dozen ultra-lethal Hardsuits. Duel high above the Tokyo night in a suit of magi-tech powered armor like the ***Torture Ballerina Hardsuit*** or ***Moonlight Assault Hardsuit.***
- Quirky anime and video game-inspired enchantmented weapons like the ***Assault Witch Carbine***, ***Expelling Scissors*** or the colorful ***Hirosaki*** series of weapons.
- Artifacts ranging from myth including ***Kusanagi***, the First Katana, ***Ai-Ona's Spear,*** the ***Tide Jewels,*** demonic artifacts like the ***Demon's Phallus*** or the immortality-bestwoing ***Vile Bloodworms,*** to high-value modern artifacts like a ***Catprogram Upgrade.***

FIRST EDITION PURCHASERS

Readers who purchased the first edition of ***Enchantments of Black Tokyo*** through www.rpgnow.com should check their download library for a complimentary copy of the revised edition, which has been added to the files associated with that (now deactivated) product.

NEW CONCEPTS

New concepts like ***Busty*** magic, ***Pleasure*** magic and ***Skatto*** magic, ***Pettanko*** magic and a host of related spells enter the campaign!

NEW SPELL DESCRIPTORS

Black Tokyo is inspired by folklore and fetish. Unique new spell descriptors and obscene magical styles give the setting its unique flavor.

SKATTO MAGIC

Skatto (or shit) magic is considered a dishonorable kind of peasant sorcery, first practiced by the Akaname race. Using skatto magic publicly is a great shame, and can cast a member of the following elevated castes their social station: Samuari, Nobility or Imperial Family…at least in the Tatakama.

The modern world of Black Japan has probably seen lots worse on the Internet. Only Burakumin can use skatto magic without fear of social reprisal, because they are already considered as low and honorless as a people can be.

The following spells from the PFRPG and Advanced Players Guide can also be considered *skatto* magic, depending on how the GM or player describes the magic.

Accelerate Poison, Acid Arrow, Acid Fog, Acid Pit, Acid Splash, Black Tentacles, Contagion, Cloud Kill, Delay Poison, Desecrate, Feast of Ashes, Ghoul Touch, Grease, Negate Aroma, Neutralize Poison, Poison, Stinking Cloud, Transmute Potion to Poison, Unholy Blight, Vomit Swarm

Other spells from other third party sourcebooks may be *skatto* if they involve the acid or earth descriptors, emulate the stench quality, impose gross physical transformations or have a scatological theme. Ultimately, it's up to the gamemaster to decide whether a particular spell is *skatto* or not in their campaign.

BUSTY MAGIC

Hentai is filled with J-cup heroines and beyond, blessed with huge, gravity defying boobs bigger than anything real life has ever produced. Voluptuous women are as common a hentai trope as willowy bishonen males and the new Busty Magic spells reward players who choose to take their female character's chest to the extreme.

Busty spells are slightly more powerful than ordinary spells of the same level…. a little more dangerous, a lot more versatile and a little bit more unique. This fits in well with *Black Tokyo's* tradition of creating perverted, but mechanically interesting game play effects. Not every spellcaster will choose the big, bouncy path of boob magic, but those who do are going to have a few cool tricks up their sleeves.

Busty Magic requires a character to choose the Busty Extreme starting talent.

PETTANKO MAGIC!

The equal and opposite of Busty Magic is Pettanko Magic. Flat chested, perky and confident young witches can learn special spells that their larger breasted rivals can't even dream of. As with Busty Magic, Pettanko Magic spells tend to be a bit more powerful than ordinary spells of their level, but more situational or limited in scope.

Pettanko Magic requires a character to choose the Small Breasts Forever! starting trait.

BREASTY POWERS!

The following traits and feats are reprinted from Neon in the Dark (Otherverse Games, 2017). They are included here for your convenience.

BUSTY EXTREME! (TRAIT)

Type: Magic
Prerequisite: Female gender and Japanese ancestry only, ability to cast 1st level arcane or divine spells
Japan is a nation of petite women, so the rare few Japanese women with large breasts immediately stand out in a crowd. The women of many magical bloodlines are marked by enormous, bouncy breasts- the mystical power in their blood congeals in their chest. These fabulous breasts are larger and more impressive than even the best plastic surgeon's effort.

The character's enormous breasts provide her with a +2 special busty bonus to AC. This functions like a natural armor bonus, but unlike other natural armor bonuses, this special natural armor bonus only applies when the character is nude or revealingly dressed. The character gains the ability to cast spells with the "Busty" special requirement in the spell's Components listing.

SMALL BREASTS FOREVER! (TRAIT)

Ability Type Supernatural
Requires female gender, Japanese ancestry; can never select the Busty Extreme trait
You've always had a sneaking suspicion about big breasted women- especially the spellcasters, and are stridently proud of your own tiny breasts and petite, boyish frame. You receive a +2 trait bonus on saving throws against spells and spell-like abilities with the *Busty* descriptor.

MEGA-BUSTY! (FEAT)

Your breasts have grown to positively gigantic size, vastly increasing your busty magical talents.
Requires Busty Extreme trait
Benefit You add +1 to the saving throw DC of any spell with the *busty* descriptor. This bonus stacks with the bonus provided by the Spell Focus and Greater Spell Focus feats. The busty bonus to AC provided by the Busty Extreme trait increases to +4.
Ability Type Extraordinary

MEGA-PETTINEKO (FEAT)

Your small breasts and your confidence in them, protect you from busty witchcraft.
Requires Small Breasts Forever trait
Benefit You become immune to spells and effects with the *busty* descriptor.
Ability Type Extraordinary

ENERGY TYPE: PLEASURE

Pleasure weapons and spells inflict damage of a new type: Pleasure. Pleasure damage is a kind of mental energy damage; it inflicts hit point loss, and certain kinds of resistance can offset or eliminate the damage caused by Pleasure weapons (for instance, a character could gain Pleasure Resistance 5 or Pleasure Resistance 10).

Mindless and emotionless creatures, as well as those with extremely unusual anatomies, are immune to Pleasure damage. A good rule of thumb is that creatures of the Vermin, Construct and Ooze type are always immune to Pleasure damage, and other types, such as Outsiders and Aberrations **may be** immune to Pleasure, at the game master's discretion. There are case-by-case exceptions of course. For example, though *Otherverse America's* Heavy Cyborg player race are technically Monstrous Humanoids, they are immune to Pleasure attacks. Conversely, certain kinds of human-like androids and sentient robots (such as *Heavy Future's* Erobots) are susceptible to Pleasure attacks. Again, the gamemaster must make the call as to whether a particular race can be affected by Pleasure damage, especially in the case of third party or home-brewed races.

WILL SAVES AND PLEASURE WEAPONS

Pleasure weapons and attacks offer extremely high base damages, usually 3 or 4 attack dice, even before abilities like Double Tap are taken into account. However, a target struck by a Pleasure attack can choose to spend an action point or hero point to receive a WILL Save for half damage, representing the intended victim marshalling her will to resist the assault's lethal orgasm. This choice is made after damage is rolled.

The WILL Save DC is based on the number of successful attacks made against the victim with Pleasure attacks in the current encounter.

Number of Successful Pleasure Attacks	WILL Save DC for half damage
Target has ever been reduced to 0 HP or lower by Pleasure damage	Permanent +5 DC modifier on all future WILL Saves against Pleasure damage
One	DC 15
Two	DC 18
Three	DC 22
Four or more	DC 30

ITEM PRICING

Magic items here have both a GP value and a Purchase DC. The item's Purchase DC was calculated by converting the item's GP cost to modern wealth using a **1 GP: 1 US dollar: 1 galactic credit: approximately 100 yen ratio.**

This conversion has its problems, especially with the cost of mundane items, such as groceries, making them unrealistically expensive compared to fantasy items. However, few campaigns track the characters' grocery budgets closely enough for this to matter. Also, the real world exchange rate between dollars and yen is much higher than 1 dollar:100 yen, usually hovering somewhere around 1:200 yen circa late 2015, but this ratio is designed to simply allow GMs to add two zeroes to the price of anything in yen if it is priced in another source in dollars.

ALCHEMIST SPELLS

First Level

- *Animated Tattoo* (moving magical tattoo can attack at your command, deals 1d6 plus your casting ability score modifier points of damage)
- *Bento Surprise* (make a prepared meal a little nicer in some random, minor way)
- *Bloodless Birth* (deliver a child without pain or injury)
- *Boy's Vitality* (restore a man to sexual readiness with a touch)
- *Busty Bounce Back!* (when hit hard enough you take half damage and fly back 5-10 ft)
- *Busty Milk!* (squirt streams of healing milk within 30 ft)
- *Comfortable Act* (enjoy sex with creatures regardless of size or anatomy)
- *Draw Forth Menses* (instantly draw out menstrual blood)
- *Flatulence* (uncontrollable flatulence hinders stealth and social interaction)
- *Hemetic Katana* (conjure a deadly blade from your own spilt blood)
- *Impudent Little Tongue* (stick out your tongue to give all allies a new WILL save against compulsion effects)
- *Myo Myo Kyun* (sweeten food and drink)
- *POETICA Programming* (increase the bonus provided by a POETICA's racial skill bonuses)
- *Quick Cum* (forced orgasm *stuns* victim for one round)
- *Semen Like Clay* (enchanted semen can be shaped into simple objects for an hour)
- *Sex Stink* (cloud of pheromones make creatures more vulnerable to sexual effects)
- *Smart Drug* (transform a book or other media into a pill- just take internally to experience the work in a matter of seconds)
- *Soiling Bile* (vomit inflicts 1d6 +1/caster level acid damage and makes the target more vulnerable to skatto effects for a brief period)
- *Sticky Breasts* (caster's breasts trap weapons)
- *Stunning Orgasm* (target suffers 1d6 Pleasure and is stunned for ½ that number of rounds, minimum 1 round)
- *Tiny Breasts are So Sensitive* (hyper-sensitive nipples grant Tremorsense 30 ft and the Blind Fight feat for 1 minute/level)
- *Urinalysis* (taste creature's urine to learn what potions, drugs and mystical effects are affecting it)
- *Vacate Bowels* (forced defecation *stuns* victim for one round)
- *Vibrating Bed* (vibrations make sex better on a touched bed)
- *Work Around (*transform a temporary jury-rigging into a permanent repair)
- *World of Buxom* (all allies within range temporarily gain the Busty Extreme trait and possibly the Mega-Busty feat as well)

Second Level

- *Abortive Kimono* (temporarily enchant a white kimono to absorb an unwanted fetus)
- *Bowels to Bowels* (absorb feces from another creature, gaining the ability to cast Acid, Earth or Skatto spells at +1 caster level, but your landspeed is reduced)
- *Cake for the Heart* (delicious snack provides +1 morale bonus on all saving throws and other bonus for 1 minute/level)
- *Carnal Parasitism* (one lover absorbs STR and CON bonus from their lover, becoming larger and more powerful, even as their lover weakens)
- *Cock Like a Piston* (merge man and machine for greater maneuverability)
- *Combat Mathematics* (make a Knowledge: physical sciences checks in place of an attack roll)
- *Cramping Bowels* (intestinal cramps reduce target's speed and cause non-lethal damage if the target moves violently)
- *Custom Mod* (modify a touched device to your specifications)
- *Dental Torture* (conjured dental spreader prevents speech and imposes penalty on WILL saves vs fear)
- *Forced Milking* (suck out the vitality through a female target's breast, inflicting 1d8 non-lethal damage per round and prevent the use of Busty talents)
- *Hobbling Orgasm* (forced orgasms last for 1 round per level and sacrifice a move equivalent action each round- target may also be *fatigued* or *exhausted*)
- *Loli's Love Kiss* (use your Kiss Friend talents to aid any creature, not just Battlechangers for one minute/level)
- *Mathematical Defense* (add your Knowledge: physical sciences modifier as an insight bonus to AC and CMD for one round)
- *Milky Strong* (cow like transformation grants +10 ft landspeed, stability and a weak gore attack)
- *Monstrous Breasts* (caster gains additional breasts and arms, which grants Multiattack and improves her Busty bonus to AC to +6, but *nauseates* her when the spell terminates)
- *Monstrous Lusts* (touch a creature to grant it either Phallic Spear Technique or Vaginal Prison as a bonus feat for 1 minute/level, based upon it's and your gender)
- *Nauseating Craving* (*sicken* and/or *nauseate* a victim until he or she consumes a specific fast food item)
- *Nullifying Accident* (forced defecation shakes target for one round and removes their connection to body, belt and feet magic item slots)
- *Oni's Pelt* (magical tiger skin provides armor bonus and skill bonuses based on gender)
- *Panty Guise* (become a pair of panties with the scent special quality and ability to share spells with your wearer for more than an hour)
- *Pass Pregnancy* (transfer a pregnancy from one willing female to another)
- *Sadistic Machine* (conjure a sexual torture device that traps a victim who must succeed at multiple Perform (sexual) skill checks to escape)
- *Animated Tattoo* (moving magical tattoo can attack at your command, deals 1d6 plus your casting ability score modifier points of damage)
- Perform (sexual) checks to escape)
- *Schoolgirl's Twintails* (female caster temporarily gains the Serpentine Mane and Super Kawaii feats thanks to her beautiful hair)
- *Sexual Reconfiguration* (grant a Battlechanger the ability to enjoy sex with humanoids, a defined gender, and even the ability to create hybrid children for a day)
- *Shorttank's Transformation* (female recipient gains minor ability score bonuses and becomes more skilled at adventuring tasks)
- *Sniper Child* (give a child firearms expertise and the ability to carry heavy weapons effortlessly)
- *Surge of Girlish Vigor* (spell reinvigorates you, restoring HP as if you had rested for a night, and removing fatigue and exhausting and providing a useful confidence boost)
- *Uncontrolled Fangs* (mouths erupting from the victim's body attack any ally in an adjacent square)
- *Unexpected Taste of Urine* (transmute a potion into useless piss at the moment it is drunk)
- *Unlimited Insertions* (grow fuckable orifices on any part of your body allowing you to affect multiple partners with sexual magic effects normally affecting a single creature)

Third Level

- *Busty Injection* (painful injection briefly gives the target access

to Busty magic)
- *Clutches of the Toilet* (toilets and plumbing fixtures inexorably grapple your victim, who can free himself by urinating or defecating)
- *Flesh Spasm, Lesser* (as Flesh Spasm, but transform your arms into a less dangerous ooze)
- *Fuel the Engine (*provide fuel for touched vehicle sufficient for operation for 1 hour/3 levels)
- *Stunning Orgasm, Greater* (as *stunning orgasm, but* inflicts 3d6 Pleasure + 1d6 non-lethal Pleasure per 2/levels)
- *Stunning Orgasm, Mass* (as *stunning orgasm*, but affects 1 target/level)
- *Supernatural Calling Plan* (enchanted device can get a signal as if in the caster's home nation regardless of what plane it's on)
- *Vacate Bowels, Mass* (as Vacate Bowels, but affects 1 creature/caster level)

Fourth Level

- *Anime Exaggeration* (transform touched creature into a busty anime girl with superior abilities)
- *Body Poison* (your sweat becomes a deadly, hard to notice poison)
- *Execution Chamber* (target is restrained in a killing machine that inflicts massive damage, of a type of the caster's choosing, for multiple rounds)
- *Forced Milking, Vampiric* (as *Forced Milking,* but damage inflicted is lethal and caster regains HP based on their target's suffering)
- *Fossilize Wastes* (inflict 1 CON damage/level and nauseate the target for 1 minute/level)
- *Foul Infusion* (fill the target's intestines with shit that incapacitates them and possibly causes a bowel rupture)
- *Greenpeace Conversion* (become a plant-like creature that heals swiftly and purifies the air, but is less intelligent and assertive than normal)
- *Grotesque Oral Lusts* (elongated tongue can easily grapple multiple foes and even provide a pleasurable, healing lick)
- *Irrepressible Vitality* (small breasted caster is hasted, gains Pleasure and Negative Energy resistance and gains bonuses against fear and poison)
- *Lovebody* (become a construct-like lovedoll with a host of immunities and a slam attack that inflicts Pleasure damage)
- *Orgasm Mine* (target suffers 2d4 Pleasure per round, or 3d6 + 1d6 fire/two levels if it resists the pleasure damage)
- *Piss Potion* (touched creature's urine duplicates effects of a 1st or 2nd level potion it has recently drank)
- *Pissing Swap* (your pee becomes a watery tendril that allows you to redirect a spell with the skatto descriptor to a new target within Close range)
- *Spider Yokai* (assume the form of a body-horror spider demon)
- *Urban Stride* (as *Tree Stride* but transport via urban structures like vending machines)
- *Unifying Urination* (two creatures urinate into the same bowl to share the higher ability score modifiers of either for the spell's duration)

Fifth Level

- *Breast Tallow* (wide line of burning fat inflicts massive Fire damage and slows targets)
- *Catnip, Roses and Candies* (lavish feast provides 1d3 days of nourishment for Nekomsuume and offers multiple new FORT saves to overcome poison and disease, as well as speeding natural healing)
- *Flesh Spasm* (Transform your forearms into a dangerous ooze)
- *Gathering the Female Energy* (females masturbate to generate a magical charge that can be used to cast metamagic spells more efficiently)
- *Gathering the Male Energy* (captured male semen substitutes for expensive material components in future spells)
- *Honey Rebuild* (return a recently slain creature to life as a customized POETICA)
- *Piss Like a Dragon* (unleash a stream of acid and fire from your bladder that does more damage, and has greater range, the longer the spell is held)
- *Pleasure Trap* (hovering torture bed pins a target and inflicts 2d8 Pleasure/round)
- *Purity of Rape* (create a zone of darkness where anti-rapist powers and spells fail to function and creatures do not incur a karmic penalty for rapes committed within)

Sixth Level

- *Anthropomorphize the Problem… And Fuck It* (replace any skill check with a DC up to 20 + caster level with a DC 15 Perform (sexual) check instead)
- *Destruction of Breasts* (intense electrical discharges damages women and inflicts temporary CHA damage as their breasts explode from within)
- *Duplicate of Filth* (create a copy of a creature using its shit as a template. Mindless duplicate has 1 HP per Hit Dice of the duplicated creature)
- *Final Form* (return a recently slain monster to life with full HP and the Advanced and one other template of caster's choosing)
- *Forced Milking, Mass* (as *Forced Milking*, but affecting multiple creatures)
- *Infinite Catgirls* (a Nekomusume can summon many identical duplicates of herself with all her mundane skills and abilties)
- *Oni's Pelt, Mass* (as *Oni's Pelt*, but affecting multiple creatures)
- *Sadistic Dissection* (victim suffers 1 point of permanent ability damage per round or may be forced to choose even worse suffering)
- *Samebito's Maw, Mass* (as *samebito's maw,* save it affects one creature/caster level)
- *Shorttank's Transformation, Mass (*as *shorttank's transformation,* save it affects one creature/caster level)

BARD SPELLS

Zero Level

- *Bento Surprise* (make a prepared meal a little nicer in some random, minor way)
- *Boy's Vitality* (restore a man to sexual readiness with a touch)
- *Eyrines Sight* (perceive a dark aura around rapists)
- *Flatulence* (uncontrollable flatulence hinders stealth and social interaction)
- *Impudent Little Tongue* (stick out your tongue to give all allies a new WILL save against compulsion effects)
- *Joss Money* (sacrifice money to gain a bonus on Diplomacy checks and saves versus the spell like abilities of Japanese supernatural creatures)
- *Lustglimmer* (a glow around those who are attracted to you provides you with a +1 luck bonus on social skill checks)
- *Mangaka's Toolkit* (conjure a drawing pen, pencil or marker)
- *Neon Translation* (read any neon signage, regardless of its language)
- *Nose Torture* (put a humiliating phantom clamp on a female victim's nose that imposes a -2 penalty on WILL Saves and CHA-based skill checks)
- *Pretty Orgasm* (ritualized masturbation makes illusion spells more potent when cast within a small area)
- *Uncensor (*remove pixilation or blurring from commercial pornography)

- *Vibrating Bed* (vibrations make sex better on a touched bed)

First Level

- *Akaname's Lantern* (illuminate and make the walls around any urinating or defecating creature transparent for a few rounds)
- *All-Purpose Catgirl* (for one minute, all skills are class skills, and the caster, who must be a Nekomusume, can attempt any skill check untrained)
- *Big Breast Orgy!* (touch another Busty Extreme character to share ranks in Perform (sexual) and sexually oriented Bluff and Diplomacy checks for 1 hour/level)
- *Busty Milk!* (squirt streams of healing milk within 30 ft)
- *Busty Bounce Back!* (when hit hard enough you take half damage and fly back 5-10 ft)
- *Catgirl's Agility* (catgirl gains a +2d4 luck bonus on a REF Save or Acrobatics check as an immediate action)
- *Demean* (self loathing target suffers a -10 penalty on CHA-based checks and -5 penalty on WILL Saves involving self worth)
- *Doujin* (transform a work of art into erotica catering to your own specific desires)
- *Karaoke Performance* (designate an ally to take over concentration on a bardic spell or performance on your behalf)
- *Live Recording* (transmit a live performance to any device capable of storing it within range)
- *Lovelight* (swiftly cast, heart shaped beam of joy provides a +1 morale bonus on all rolls/four caster levels but makes the target slightly more vulnerable to Pleasure damage)
- *"My Emotions Detectors"* (your animated hair provides a +10 bonus on Sense Motive checks, and you make these checks as immediate actions)
- *Night's Lust* (imperceptible glow granfts a +10 bonus on CHA-based skill checks when perceived by darkvision)
- *Orgasmic Instrument* (roll both Perform (sexual) and Perform (instrument) and take the best result for a sexy, lewd performance)
- *Producer's Advice* (recipient makes Perform checks with a competence bonus equal to the caster's ranks in that skill)
- *Sexual Manipulation (*for 1 hour/level use a previously made Perform (sexual) check result rather than a Bluff or Diplomacy check result against the target if the Perform (sexual) score is better)
- *Voyeuristic Hallucination* (illusions depict the last creatures to have sex on a piece of furniture)
- *Voyeuristic Kimono* (temporarily enchant a white kimono to reveal the wearer's sexual history)

Second Level

- *Ani-Mate* (turn an anime character into a fantasy lover)
- *Animators' Hours* (count time spent working on Craft (visual arts/writing) or entertainment related Computer Use checks as sleep and complete bed rest)
- *Cake for the Heart* (delicious snack provides +1 morale bonus on all saving throws and other bonus for 1 minute/level)
- *Cleavage Bust-Out!* (remove Impromptu, Light or Medium armor as well as body slot magic items from targets within a 30 ft burst who have the Busty Extreme trait)
- *Forget Caste and Class* (suppress touched creature's cultural template abilities for 1 hour/level)
- *Howl of Hell (*all creatures within a 60 ft cone suffer massive sonic damage and are potentially deafened for one minute, but you suffer backlash damage and are temporarily silenced in the casting of this spell)
- *Loli's Love Kiss* (use your Kiss Friend talents to aid any creature, not just Battlechangers for one minute/level)
- *Nervous Pissing Dance* (all creatures in a 30 ft radius struggle not to piss themselves losing their actions for the round and possibly losing rounds of bardic performance, but so do you)
- *Panty Guise* (become a pair of panties with the scent special quality and ability to share spells with your wearer for more than an hour)
- *Redraw Doujinishi* (make dramatic and permanent physical changes to a willing Doujinishi's appearance, even possibly altering gender)
- *Schoolday Armory* (equip multiple allies with school uniforms and a weapon easily accessible to a Japanese student; at 10th CL these become +1 items)
- *Schoolgirl's Twintails* (female caster temporarily gains the Serpentine Mane and Super Kawaii feats thanks to her beautiful hair)
- *Shared Culture* (grant a touched creature one of your Cultural Templates)
- *Shorttank's Transformation* (female recipient gains minor ability score bonuses and becomes more skilled at adventuring tasks)
- *Super Breast Rainbow* (shoot energy rays of various types from your breasts)
- *Unlimited Insertions* (grow fuckable orifices on any part of your body allowing you to affect multiple partners with sexual magic effects normally affecting a single creature)

Third Level

- *Befriending Orgasm* (inflicts 1d6+1/caster level non-lethal Pleasure damage and make a Perform (sexual) check to improve the target's attitude as per Diplomacy)
- *Busty Princess* (your breasts let you *command* or *fascinate* multiple targets)
- *Tanuki's Swining Testicles* (gain additional attacks with your testicles, which hit like wrecking balls)
- *Musical Warrior* (transform a musical instrument into a Musical weapon for 1 round/level)
- *Supernatural Calling Plan* (enchanted device can get a signal as if in the caster's home nation regardless of what plane it's on)

Fourth Level

- *Anime Exaggeration* (transform touched creature into a busty anime girl with superior abilities)
- *Busty Cheer!* (incredible breasts provide morale bonuses and some interesting physical effects)
- *Hyperpop Neon Scream* (sonic scream inflicts massive damage and stuns target for 1d4 rounds, resisted by a Knowledge (pop culture) check rather than a conventional saving throw)
- *Irrepressible Vitality* (small breasted caster is hasted, gains Pleasure and Negative Energy resistance and gains bonuses against fear and poison)
- *Resonating Breasts* (store music in your breasts to maintain concentration on Bardic effects for a number of rounds equal to your CHA score)
- *Schoolgirl Scissorlock* (phantom schoolgirl wraps her thighs around a target's face, suffocating, blinding and grappling them)

Fifth Level

- *Gender Dance* (glowing aura randomly changes the gender of all creatures within range)
- *Hanging From the Torii* (use ritual suicide to cross planes)
- *Lustswarm* (illusory swarm grapples and Pleasures victims to death)
- *Producer's Advice, Mass* (as *Producer's Advice,* but affects one target/caster level)
- *Rainbow Cure Manifold* (bestow a variety of randomly chosen

beneficial and harmful effects on allies and enemies alike within a small area)

Sixth Level

- *Catgirl Overload* (summon either a few powerful catgirl allies or a small legion of less competent Nekos to serve you for 1 round/level)
- *Devoured from Within* (summon a ravenous swarm directly inside a target)
- *Joss Market* (summon a ghostly salesman to purchase virtually anything you want, but it vanishes at dawn)
- *Rainbow Stage* (conjure a huge performance stage or arena that provides a +5 circumstance bonus on Perform checks and extends the range of bardic abilities and spells used within)
- *Shorttank's Transformation, Mass (*as *shorttank's transformation,* save it affects one creature/caster level)

CLERIC SPELLS

Zero Level

- *Bento Surprise* (make a prepared meal a little nicer in some random, minor way)
- *Bloodless Birth* (deliver a child without pain or injury)
- *Draw Forth Menses* (instantly draw out menstrual blood)
- *Inspection Ready* (cleans and repairs a touched uniform to military standards, provides a +1 enchantment bonus on Diplomacy and Profession checks for one hour while wearing the uniform)
- *Joss Money* (sacrifice money to gain a bonus on Diplomacy checks and saves versus the spell like abilities of Japanese supernatural creatures)

First Level

- *Akaname's Appetite* (allow a predatory undead to feed on feces rather than harm living creatures by their feeding)
- *Busty Bounce Back!* (when hit hard enough you take half damage and fly back 5-10 ft)
- *Ghost Bicycle* (simple spell conjures a ghostly bicycle for your use for 1 hour/level)
- *Purity of Body* (Provides subject with a +1 holy bonus on saves vs. skatto effects per four caster levels)
- *Quick Cum* (forced orgasm *stuns* victim for one round)
- *Safe Play* (turns damage from risky sex play into non-lethal damage)
- *Sexual Manipulation (*for 1 hour/level use a previously made Perform (sexual) check result rather than a Bluff or Diplomacy check result against the target if the Perform (sexual) score is better)
- *Stunning Orgasm* (target suffers 1d6 Pleasure and is stunned for ½ that number of rounds, minimum 1 round)

Second Level

- *Abortive Kimono* (temporarily enchant a white kimono to absorb an unwanted fetus)
- *Armored Medio* (transform your maid's outfit into light armor)
- *Bribe of Rice and Cucumbers* (conjure a meal that provides a +4 bonus on Diplomacy and Sense Motive checks against Japan's supernatural creatures)
- *Corpse Delivery* (conjure a fresh corpse to your specifications)
- *Hobbling Orgasm* (forced orgasms last for 1 round per level and sacrifice a move equivalent action each round- target may also be *fatigued* or *exhausted*)

- *Home Order* (receives bonuses on skills and attack rolls to defend your home and master)
- *Howl of Hell (*all creatures within a 60 ft cone suffer massive sonic damage and are potentially deafened for one minute, but you suffer backlash damage and are temporarily silenced in the casting of this spell)
- *Marshmellow Hell* (huge breasts allow you to easily grapple foes and inflict Pleasure damage with successful grapple attempts)
- *Milky Strong* (cow like transformation grants +10 ft landspeed, stability and a weak gore attack)
- *Oni's Pelt* (magical tiger skin provides armor bonus and skill bonuses based on gender)
- *Pass Pregnancy* (transfer a pregnancy from one willing female to another)
- *Raijin Barrier* (Outsiders suffer 1d6 electrical damage/caster level if they touch your electrical aura)
- *Samebito's Maw* (gain a bite attack that inflicts 1d8+STR plus Bleed 1 for one minute/level)
- *Shared Culture* (grant a touched creature one of your Cultural Templates)

Third Level

- *Armored Medio*, *Greater* (transform your maid's outfit into heavy armor)
- *Ballistic Crucifixion* (while immobile, you are struck with multiple ranged attacks, but inflict Pleasure damage to all creatures within 100 ft equal to the damage you suffer)
- *Bliss Purification* (inflict 3d6 Pleasure damage on a target but offer that target a new saving throw to end enchantment effects with a bonus based on the damage inflicted)
- *Bokkei* (tattoo a creature's criminal history on its skin)
- *Breath of Ecstasy* (breath weapon dazes target for one round and imposes -2 penalty on all rolls due to lingering pleasure for several rounds)
- *Bugukake* (conjure an assortment of samurai weapons that deal Force damage)
- *Cannibal Processing* (transform a slain creature into packaged rations, prevent easy *raising*)
- *Holy Incest* (touched creature is now and forevermore considered a close relative)
- *Improbable Weapons* (exaggerated weapon becomes harder to wield, but hits harder)
- *Iron Chastity* (for 24 hours, the caster cannot be penetrated against their will and gains the *Iron Heart* trait)
- *Schoolday Armory* (equip multiple allies with school uniforms and a weapon easily accessible to a Japanese student; at 10th CL these become +1 items)
- *Stunning Orgasm, Greater* (as *stunning orgasm, but* inflicts 3d6 Pleasure + 1d6 non-lethal Pleasure per 2/levels)
- *Stunning Orgasm, Mass* (as *stunning orgasm*, but affects 1 target/level)
- *Super Busty Elastic Charge* (body becomes rubbery and durable, boobs become deadly weapons with a mind of their own)
- *Well Educated Slut* (for 24 hours, you gain XP equal to that of overcoming a challenge with CR equal to your total character level -1 when engaging in consensual sex)

Fourth Level

- *Busty Princess* (your breasts let you *command* or *fascinate* multiple targets)
- *Death Anew* (corpse briefly returns to life and acts out the last 3 rounds of its existence)
- *Eyrines Chains* (flaming chains render rapists *helpless* and inflict 2d6 fire damage/round*)*
- *Ghost Chassis* (summon a phantom automobile)
- *Ofuda of Ghost Sealing* (specially prepared prayer strip prevent a Haunt from doing harm for 24 hours)
- *Rigor Mortification* (slow and inflict 1d6 DEX damage on an undead target, bypassing the normal immunity)

Fifth Level

- *Cannibal Feast* (consume a sentient creature to gain its physical attributes)
- *Execution Chamber* (target is restrained in a killing machine that inflicts massive damage, of a type of the caster's choosing, for multiple rounds)
- *Fecal Rebirth* (ritual transforms a humanoid into an Akaname, who retains full memories of their prior existance)
- *Flamesoul* (your soul is temporally linked to elemental fire, granting Fire immunity and flaming defenses)
- *Gathering the Female Energy* (females masturbate to generate a magical charge that can be used to cast metamagic spells more efficiently)
- *Gathering the Male Energy* (captured male semen substitutes for expensive material components in future spells)
- *Hanging From the Torii* (use ritual suicide to cross planes)
- Improbable Weapon, Greater (as Improbable Weapons, but penalties and improvements are greater)
- *Kappa's Obscene Kiss* (magical force rips the intestines out of a victim's body, inflicing 3d6 permanent CON drain and 3d6 ongoing Bleed damage)
- *Life's Resurgence* (return a willing undead creature to life as it's birth species)
- *Lustswarm* (illusory swarm grapples and Pleasures victims to death)
- *Peaceful Sutra (*divine aura acts as *calm emotions* and prevents further violence*)*
- *Piss Like a Dragon* (unleash a stream of acid and fire from your bladder that does more damage, and has greater range, the longer the spell is held)
- *Sekisho Barrier* (golden wall removes weapons, armor and magic items of those passing through it)

Sixth Level

- *Catgirl Overload* (summon either a few powerful catgirl allies or a small legion of less competent Nekos to serve you for 1 round/level)
- *Crucifixion* (thorns from the earth crucify a single victim, inflicting 1d2 CON damage per round)
- *Dying World* (create a zone where healing is hindered and targets can be convinced to commit suicide with social skills or mind-influencing abilities)
- *Joss Market* (summon a ghostly salesman to purchase virtually anything you want, but it vanishes at dawn)
- *Kami's Birth* (create a new Kami ally from an ancient artifact or place of natural power)
- *Oni's Pelt, Mass* (as Oni's Pelt, but affecting multiple creatures)
- *Pervert Hell* (create a zone of darkness and difficult terrain, all creatures trapped within suffer ongoing Pleasure damage and are weakened)
- *Pleasurable Temptation* (target is *helpless* with orgasmic pleasure for 1d4+2 rounds, and is Healed if they move their alignment closer to Chaotic Evil)
- *Purity of Rape* (create a zone of darknes where anti-rapist powers and spells fail to function and creatures do not incur a karmic penalty for rapes committed within)
- *Raise and Transform* (as *raise dead*, but permanently changes the recipient's appearance and abilities)
- *Red Fantasies* (target is helpless for one round, while enduring sick fantasies that are considered to be a willing, evil act that

requires *Atonement*)

- *Samebito's Maw, Mass* (as *samebito's maw,* save it affects one creature/caster level)

Seventh Level

- *Horrorcore Transformation (*become an unstoppable murderous beast with a duration that extends the more you kill)
- *Rigor Mortification, Mass* (as *Rigor Mortification*, but affects one undead/two caster levels)

Eigth Level

- *Call of the Dead* (animate all corpses in a huge area as a swarm of undead under you command)
- *Call the Divine Wind* (summon a vast hurricane that does not harm Japanese landmarks nor royalty)
- *Life's Violent Resurgence* (as life's resurgence, but affects unwilling undead, and can inflict 8d6 positive energy damage even if the creature resists)
- *New Island* (raise a small new island from the sea to join the Japanese archipelago)

Ninth Level

- *Bunrei* (split a Kami spellcaster in two, creating two exact copies of the caster with full knowledge and abilities)
- *Crucifixion, Mass* (thorns from the earth crucify multiple victims, inflicting 1d2 CON damage per round)
- *Glory of the Chrysanthemum Throne* (summon a divine throne surrounded by floating chrysanthemum blossoms that protect the regal creature seated on the throne)
- *Parade of Gory Deaths* (spell's willing subject has only 1 HP for one round/level but a bunch of undead immunities, and self resurrects almost instantly for the spell's duration; fresh corpses can be used to solve problems in creative *guro* ways)
- *Red Fantasies, Mass* (one target/level is helpless for one round, while enduring sick fantasies that are considered to be a willing, evil act that requires *Atonement*)

Tenth Level (Epic)

- *Mighty Kaiju Henshin* (gain the size, strength, powers and defenses of a Kaiju for one round/level)

DRUID SPELLS

Zero Level

- *Bloodless Birth* (deliver a child without pain or injury)
- *Boy's Vitality* (restore a man to sexual readiness with a touch)
- *Draw Forth Menses* (instantly draw out menstrual blood)
- *Flatulence* (uncontrollable flatulence hinders stealth and social interaction)
- *Happy Swell* (engorged genitals give a +2 morale bonus on Perform (sexual) checks for an hour)
- *Myo Myo Kyun* (sweeten food and drink)
- *Pantysoak* (female recipient casts water spells at +1 caster level for one round)

First Level

- *Busty Bounce Back!* (when hit hard enough you take half damage and fly back 5-10 ft)
- *Catgirl's Agility* (catgirl gains a +2d4 luck bonus on a REF Save or Acrobatics check as an immediate action)
- *Dirty Breasts* (shoot a stream of acidic shit from your breasts that inflicts 1d8 + 1 point/caster level acid damage and *sickens* the target for 1 round)
- *Hemetic Katana* (conjure a deadly blade from your own spilt blood)
- *Quick Cum* (forced orgasm *stuns* victim for one round)
- *Sex Stink* (cloud of pheromones make creatures more vulnerable to sexual effects)
- *Sexual Manipulation (*for 1 hour/level use a previously made Perform (sexual) check result rather than a Bluff or Diplomacy check result against the target if the Perform (sexual) score is better)
- *Sexual Reconfiguration* (grant a Battlechanger the ability to enjoy sex with humanoids, a defined gender, and even the ability to create hybrid children for a day)
- *Soiling Bile* (vomit inflicts 1d6 +1/caster level acid damage and makes the target more vulnerable to skatto effects for a brief period)
- *Sticky Breasts* (caster's breasts trap weapons)
- *Stunning Orgasm* (target suffers 1d6 Pleasure and is stunned for ½ that number of rounds, minimum 1 round)
- *Vacate Bowels* (forced defecation *stuns* victim for one round)

Second Level

- *Bowels to Bowels* (absorb feces from another creature, gaining the ability to cast Acid, Earth or Skatto spells at +1 caster level, but your landspeed is reduced)
- *Cannibal Processing* (transform a slain creature into packaged rations, prevent easy *raising*)
- *Cramping Bowels* (intestinal cramps reduce target's speed and cause non-lethal damage if the target moves violently)
- *Marshmellow Hell* (huge breasts allow you to easily grapple foes and inflict Pleasure damage with successful grapple attempts)
- *Hobbling Orgasm* (forced orgasms last for 1 round per level and sacrifice a move equivalent action each round- target may also be *fatigued* or *exhausted*)
- *Oni's Pelt* (magical tiger skin provides armor bonus and skill bonuses based on gender)
- *Pass Pregnancy* (transfer a pregnancy from one willing female to another)
- *Samebito's Maw* (gain a bite attack that inflicts 1d8+STR plus Bleed 1 for one minute/level)
- *Shorttank's Transformation* (female recipient gains minor ability score bonuses and becomes more skilled at adventuring tasks)
- *Uncontrolled Fangs* (mouths erupting from the victim's body attack any ally in an adjacent square)
- *Unlimited Insertions* (grow fuckable orifices on any part of your body allowing you to affect multiple partners with sexual magic effects normally affecting a single creature)
- *World of Buxom* (all allies within range temporarily gain the Busty Extreme trait and possibly the Mega-Busty feat as well)

Third Level

- *Digestive Immunity* (touched creature is immune to harm caused by being swallowed whole)
- *Gateway of the Bowels* (use shit from fresh corpses to summon an Earth Elemental with *stench*; the creature's size determined by number of corpses present)
- *Monstrous Breasts* (caster gains additional breasts and arms, which grants Multiattack and improves her Busty bonus to AC to +6, but *nauseates* her when the spell terminates)
- *Nauseating Craving* (*sicken* and/or *nauseate* a victim until he or she consumes a specific fast food item)
- *Pass Pregnancy to the Earth* (transfer a pregnancy from a willing female into the Earth, where it is born as a Kijimunna)
- *Pleasurable Slime* (slimy ooze reduces victim's speed, inflicts 1d8 Pleasure damage/round and makes them more vulnerable to other Pleasure effects)
- *Scatalogical Ejection* (force a piloted machine to shit out its controller, leaving it out of control)

- *Stunning Orgasm, Greater* (as *stunning orgasm, but* inflicts 3d6 Pleasure + 1d6 non-lethal Pleasure per 2/levels)
- *Stunning Orgasm, Mass* (as *stunning orgasm*, but affects 1 target/level)

- *Super Busty Elastic Charge* (body becomes rubbery and durable, boobs become deadly weapons with a mind of their own)
- *Swimsuit Paradise* (conjure a +1 or better battle lingerie swimsuit for yourself and one ally/two caster levels, no two of which can be more than 10 ft apart)
- *Vacate Bowels, Mass* (as Vacate Bowels, but affects 1 creature/caster level)

Fourth Level

- *Body Poison* (your sweat becomes a deadly, hard to notice poison)
- *Carrion Crows* (summon a swarm of crows that feed exclusively on undead flesh)
- *Foul Infusion* (fill the target's intestines with shit that incapacitates them and possibly causes a bowel rupture)
- *Greenpeace Conversion* (become a plant-like creature that heals swiftly and purifies the air, but is less intelligent and assertive than normal)
- *Obscene Transmutation* (polymorph spell permanently turns a victim into a helpless mound of malformed genitals)
- *Rigor Mortification* (slow and inflict 1d6 DEX damage on an undead target, bypassing the normal immunity)
- *Spider Yokai* (assume the form of a body-horror spider demon)
- *Sudden Flowering* (transmute metal and plastic into plant matter)
- *Vore* (target gains an impressive bite attack and the swallow whole quality for 1 round/level)

Fifth Level

- *Bamboo Disembowelment* (bamboo spears appear inside the target's stomach, inflicting 1d4 points of permanent CON loss per 5 caster levels)
- *Cannibal Feast* (consume a sentient creature to gain its physical attributes)
- *Fossilize Wastes* (inflict 1 CON damage/level and nauseate the target for 1 minute/level)
- *Fucked to Death* (summon a tentacle that rips a target open from groin to mouth, inflicting massive damage and ongoing CON Bleed)
- *Grotesque Oral Lusts* (elongated tongue can easily grapple multiple foes and even provide a pleasurable, healing lick)
- *Pissing Swap* (your pee becomes a watery tendril that allows you to redirect a spell with the skatto descriptor to a new target within Close range)
- *Starvation* (rip nutrients from a victim's body, inflicting weeks of malnutrition and starvation in just seconds, fatiguing the victim and inflicting non-lethal damage)

Sixth Level

- *Breasts of Thunder and Storm* (charged breasts provide Electrical resistance and allow you to fire electrical blasts or electrocute a target during a grapple)
- *Devoured from Within* (summon a ravenous swarm directly inside a target)
- *Feral Bells and Collars* (one Nekomusume/caster level gains two claw attacks with rake and increased speed and agility)
- *New Island* (raise a small new island from the sea to join the Japanese archipelago)
- *Oni's Pelt, Mass* (as Oni's Pelt, but affecting multiple creatures)
- *Samebito's Maw, Mass* (as *samebito's maw,* save it affects one creature/caster level)
- *Shorttank's Transformation, Mass (*as *shorttank's transformation,* save it affects one creature/caster level)

Seventh Level

- *Downpour of Filth* (rain of caustic shit inflicts massive acid damage to a wide area, obscures vision and functions as a *grease* spell)
- *Garden of Impalement* (bamboo shoots erupt, inflicting 1d8 points of slashing damage per caster level to all targets in a shapeable area)
- *Rigor Mortification, Mass* (as *Rigor Mortification*, but affects one undead/two caster levels)

Eigth Level

- *Call the Akashita Winds* (conjure an Akashita Wind Storm large enough to affect an entire city)
- *Call the Divine Wind* (summon a vast hurricane that does not harm Japanese landmarks nor royalty)
- *Restorative Onsen* (create a magical hotspring that provides Restoration and Remove Curse as well as a long lasting Protection from Cold effect)
- *Starvation, Mass* (as *starvation,* but affects one target/two caster levels)

Ninth Level

- *Cascade of Rupture* (victims suffer massive, permanent CON drain as their intestines explode in a shower of acid- the area of effect increases geometrically as victims succumb)
- *Fucked to Death, Mass* (as Fucked to Death, but affects one target/two levels)
- *Soul Freeze* (create a miles wide area of unearthly cold that inflicts massive damage, and freezes so intently it causes temporary DEX damage and slows its targets; targets completely immobilized by the cold are transformed into ice statues)

Tenth Level (Epic)

- *Girl Meat Factory* (create a cannibal slaughter house in a bloody pocket reality that makes it all too easy to treat women as meat)
- *Mighty Kaiju Henshin* (gain the size, strength, powers and defenses of a Kaiju for one round/level)

INQUISITOR SPELLS

Zero Level

- *Eyrines Sight* (perceive a dark aura around rapists)

First Level

- *Inspection Ready* (cleans and repairs a touched uniform to military standards, provides a +1 enchantment bonus on Diplomacy and Profession checks for one hour while wearing the uniform)
- *Old Hatreds* (Japanese spellcaster inflict +1d6 fire damage on successful attacks against Korean or Chinese humans)
- *Purity of Body* (Provides subject with a +1 holy bonus on saves vs. skatto effects per four caster levels)
- *Voyeuristic Kimono* (temporarily enchant a white kimono to reveal the wearer's sexual history)

Second Level

- *Bokkei* (tattoo a creature's criminal history on its skin)

Fourth Level

- *Burn the Ink* (inflict 1d8 fire damage/ 4 caster levels and destroy a target's tattoos forever, *panicking* them)
- *Eyrines Chains* (flaming chains render rapists *helpless* and inflict 2d6 fire damage/round*)*
- *Mire the Soul in Shit* (trap the soul of a creature in its death-shit, preventing resurrection)
- *Honorable Suicide* (commit ritual seppaku rather than succumb to a mind-influencing effect)

Fifth Level

- *Burning Justice!* (glowing aura radiates positive energy and sunlight, allows you to take 2d20 on attack rolls against evil creatures and when performing skills to save lives)

MAGUS SPELLS

Zero Level

- *Eyrines Sight* (perceive a dark aura around rapists)

First Level

- *Animated Tattoo* (moving magical tattoo can attack at your command, deals 1d6 plus your casting ability score modifier points of damage)
- *Butchery Saw* (fire a magical buzzsaw that inflicts 1d8+ casting modifier slashing and improves with additional caster levels)
- *Catgirl's Agility* (catgirl gains a +2d4 luck bonus on a REF Save or Acrobatics check as an immediate action)
- *Diamond Nipples (*gain a +2 deflection bonus to AC and DR based on your CHA modifier, or dismiss this spell to negate all damage from a single melee attack)
- *Demean* (self loathing target suffers a -10 penalty on CHA-based checks and -5 penalty on WILL Saves involving self worth)
- *Hemetic Katana* (conjure a deadly blade from your own spilt blood)
- *Old Hatreds* (Japanese spellcaster inflict +1d6 fire damage on successful attacks against Korean or Chinese humans)
- *Speedy and Small Breasts* (improve your place in the initiative order to +1 better than the swiftest combatant with the Busty Extreme trait, as if you had readied an action to interrupt)
- *Stunning Orgasm* (target suffers 1d6 Pleasure and is stunned for ½ that number of rounds, minimum 1 round)
- *Vacate Bowels* (forced defecation *stuns* victim for one round)

Second Level

- *Armored Medio* (transform your maid's outfit into light armor)
- *Bladder Spike* (mystical dart pierces the victim's bladder inflicting 2d6 piercing and 1 ongoing Bleed damage- extra effective against *skatto* spellcasters)
- *Combat Mathematics* (make a Knowledge: physical sciences checks in place of an attack roll)
- *Hobbling Orgasm* (forced orgasms last for 1 round per level and sacrifice a move equivalent action each round- target may also be *fatigued* or *exhausted*)
- *Howl of Hell (*all creatures within a 60 ft cone suffer massive sonic damage and are potentially deafened for one minute, but you suffer backlash damage and are temporarily silenced in the casting of this spell)
- *Infinite Ammunition* (instantly reload firearm or energy weapon automatically for 1 round/level)
- *Kevlar Kimono* (turn an ordinary kimono into bullet proof body armor)
- *Loli's Love Kiss* (use your Kiss Friend talents to aid any creature, not just Battlechangers for one minute/level)
- *Mathematical Defense* (add your Knowledge: physical sciences modifier as an insight bonus to AC and CMD for one round)
- *Samebito's Maw* (gain a bite attack that inflicts 1d8+STR plus Bleed 1 for one minute/level)
- *Scatalogical Ejection* (force a piloted machine to shit out its controller, leaving it out of control)
- *Schoolday Armory* (equip multiple allies with school uniforms and a weapon easily accessible to a Japanese student; at 10th CL these become +1 items)
- *Shorttank's Transformation* (female recipient gains minor ability score bonuses and becomes more skilled at adventuring tasks)
- *Schoolgirl's Twintails* (female caster temporarily gains the Serpentine Mane and Super Kawaii feats thanks to her beautiful hair)
- *Surge of Girlish Vigor* (spell reinvigorates you, restoring HP as if you had rested for a night, and removing fatigue and exhausting and providing a useful confidence boost)
- *Sushi Rampage!* (summon a wildly chopping warrior with favored enemy bonuses against dragons and aquatic or reptilian humanoids)

Third Level

- *Armored Medio, Greater* (transform your maid's outfit into heavy armor)
- *Black Fire Within* (internal flames cook you from within but give you a flaming aura and a dangerous breath weapon…but if you refuse to use the breath weapon, you burn yourself)
- *Bliss Purification* (inflict 3d6 Pleasure damage on a target but offer that target a new saving throw to end enchantment effects with a bonus based on the damage inflicted)
- *Death Hole (*conjure a deep spiked pit designed to trap a specific victim*)*
- *Evasive Medio* (enchant a maid's outfit to teleport you in response to danger)
- *Gun Personified* (create a girlish warrior to wield a touched firearm)
- *Loli's Claws* (gain two claw attacks that inflict 1d8+STR modifier points of slashing damage and potentially de-age the target by 1d4 years)
- *Momentary Disembowelment* (victim is temporarily disemboweled, being sickened and suffering 1d4 CON Bleed for 1 round/3 levels, but regains lost CON quickly if they survive)
- *Monstrous Lusts* (touch a creature to grant it either Phallic Spear Technique or Vaginal Prison as a bonus feat for 1 minute/level, based upon it and your gender)
- *Shojo Burst* (a quick burst of light from a female magus restores 1d4 HP to all allies within 20 ft and provides a +1 luck bonus on all saves for a round)
- *Shonen Burst* (a quick burst of light from a male magus inflicts moderate energy damage to all targets within 20 ft)
- *Strangling Hair* (your hair animates and grapples your opponents)
- *Stunning Orgasm, Greater* (as *stunning orgasm, but* inflicts 3d6 Pleasure + 1d6 non-lethal Pleasure per 2/levels)
- *Stunning Orgasm, Mass* (as *stunning orgasm*, but affects 1 target/level)
- *Spit Nail* (cold iron breath weapon inflicts 1d6 piercing damage/level to all targets in a Close range line)
- *Tanuki's Swining Testicles* (gain additional attacks with your testicles, which hit like wrecking balls)
- *Vacate Bowels, Mass* (as Vacate Bowels, but affects 1 creature/ caster level)
- *Valence Blade* (blade of force and electricity inflicts massive

damage and bypasses armor)

Fourth Level

- *Cybergasm* (living machines suffer 1d8 Pleasure/level (max 20d8), affecting even machines normally immune to Pleasure damage)
- *Deadly Pleasures* (target suffers steadily increasing Pleasure damage for multiple rounds)
- *Execution Chamber* (target is restrained in a killing machine that inflicts massive damage, of a type of the caster's choosing, for multiple rounds)
- *Grotesque Oral Lusts* (elongated tongue can easily grapple multiple foes and even provide a pleasurable, healing lick)
- *Irrepressible Vitality* (small breasted caster is hasted, gains Pleasure and Negative Energy resistance and gains bonuses against fear and poison)
- *Mecha Cannonade* (eject from your Mecha or Powred Armor, transform yourself into a zipping sphere of plasma, and blast apart your enemies directly!)
- *Orgasm Mine* (target suffers 2d4 Pleasure per round, or 3d6 + 1d6 fire/two levels if it resists the pleasure damage)
- *Vore* (target gains an impressive bite attack and the swallow whole quality for 1 round/level)

Fifth Level

- *Call Powered Armor (*summon a set of Grade I Powered Armor around yourself or a willing recipient)
- *Cosplayer's Armory* (transform prop weapons and armor into +1 magical gear)
- *Destruction of Breasts* (intense electrical discharges damages women and inflicts temporary CHA damage as their breasts explode from within)
- *Kevlar Kimono, Greater* (as *Kevlar Kimono* but offers greater protection)
- *Military Flight* (fly at 500 ft/round for 1 minute/level with superior maneuverability)
- *Rainbow Cure Manifold* (bestow a variety of randomly chosen beneficial and harmful effects on allies and enemies alike within a small area)
- *Urban Stride* (as *Tree Stride* but transport via urban structures like vending machines)
- *Vibrating Torture* (energy field immobilizes victim and subjects them to massive sonic and pleasure damage each round)

Sixth Level

- *Bisecting Cleave (*the weapon you wield can slice an opponent in half*)*
- *Dying World* (create a zone where healing is hindered and targets can be convinced to commit suicide with social skills or mind-influencing abilities)
- *Feral Bells and Collars* (one Nekomusume/caster level gains two claw attacks with rake and increased speed and agility)
- *Mecha Super Assault Mode* (become a robotic war machine designed for space combat)
- *Sadistic Dissection* (victim suffers 1 point of permanent ability damage per round or may be forced to choose even worse suffering)
- *Samebito's Maw, Mass* (as *samebito's maw,* save it affects one creature/caster level)
- *Shorttank's Transformation, Mass (*as *shorttank's transformation,* save it affects one creature/caster level)
- *Vorpal Finger* (melee touch attack inflicts 6d6 damage, crit 15-20 and the victim's head explodes on a confirmed critical hit)

RANGER SPELLS

First Level

- *Cannibal Processing* (transform a slain creature into packaged rations, prevent easy *raising*)
- *Catgirl's Agility* (catgirl gains a +2d4 luck bonus on a REF Save or Acrobatics check as an immediate action)

Second Level

- *Shorttank's Transformation* (female recipient gains minor ability score bonuses and becomes more skilled at adventuring tasks)

PALADIN SPELLS

First Level

- *Eyrines Sight* (perceive a dark aura around rapists)
- *Inspection Ready* (cleans and repairs a touched uniform to military standards, provides a +1 enchantment bonus on Diplomacy and Profession checks for one hour while wearing the uniform)
- *Purity of Body* (Provides subject with a +1 holy bonus on saves vs. skatto effects per four caster levels)

Second Level

- *Bokkei* (tattoo a creature's criminal history on its skin) *Holy Incest* (touched creature is now and forevermore considered a close relative)

Third Level

- *Improbable Weapon* (exaggerated weapon becomes harder to wield, but hits harder)

Fourth Level

- *Burning Justice* (glowing aura radiates positive energy and sunlight, allows you to take 2d20 on attack rolls against evil creatures and when performing skills to save lives)
- *Eyrines Chains* (flaming chains render rapists *helpless* and inflict 2d6 fire damage/round*)*
- *Honorable Suicide* (commit ritual seppaku rather than succumb to a mind-influencing effect)
- *Peaceful Sutra (*divine aura acts as *calm emotions* and prevents further violence*)*

SORCERER/WIZARD SPELLS

Zero Level

- *Bento Surprise* (make a prepared meal a little nicer in some random, minor way)
- *Boy's Vitality* (restore a man to sexual readiness with a touch)
- *Comfortable Act* (enjoy sex with creatures regardless of size or anatomy)
- *Eyrines Sight* (perceive a dark aura around rapists)
- *Flatulence* (uncontrollable flatulence hinders stealth and social interaction)
- *Happy Swell* (engorged genitals give a +2 morale bonus on Perform (sexual) checks for an hour)
- *Impudent Little Tongue* (stick out your tongue to give all allies

a new WILL save against compulsion effects)
- *Inspection Ready* (cleans and repairs a touched uniform to military standards, provides a +1 enchantment bonus on Diplomacy and Profession checks for one hour while wearing the uniform)
- *Lustglimmer* (a glow around those who are attracted to you provides you with a +1 luck bonus on social skill checks)
- *Mangaka's Toolkit* (conjure a drawing pen, pencil or marker)
- *Myo Myo Kyun* (sweeten food and drink)
- *Neon Translation* (read any neon signage, regardless of its language)
- *Pantysoak* (female recipient casts water spells at +1 caster level for one round)
- *Perfect Toilet* (make a touched toilet more luxurious)

First Level
- *Akaname's Lantern* (illuminate and make the walls around any urinating or defecating creature transparent for a few rounds)
- *Animated Tattoo* (moving magical tattoo can attack at your command, deals 1d6 plus your casting ability score modifier points of damage)
- *Busty Bounce Back!* (when hit hard enough you take half damage and fly back 5-10 ft)
- *Busty Milk!* (squirt streams of healing milk within 30 ft)
- *Butchery Saw* (fire a magical buzzsaw that inflicts 1d8+ casting modifier slashing and improves with additional caster levels)
- *Demean* (self loathing target suffers a -10 penalty on CHA-based checks and -5 penalty on WILL Saves involving self worth)
- *Diamond Nipples (*gain a +2 deflection bonus to AC and DR based on your CHA modifier, or dismiss this spell to negate all damage from a single melee attack)
- *Ghost Bicycle* (simple spell conjures a ghostly bicycle for your use for 1 hour/level)
- *Hemetic Katana* (conjure a deadly blade from your own spilt blood)
- *Nightingale Floors* (creaking floors make stealth difficult)
- *Night's Lust* (imperceptible glow grants a +10 bonus on CHA-based skill checks when perceived by darkvision)
- *Old Hatreds* (Japanese spellcaster inflict +1d6 fire damage on successful attacks against Korean or Chinese humans)
- *POETICA Programming* (increase the bonus provided by a POETICA's racial skill bonuses)
- *Quick Cum* (forced orgasm *stuns* victim for one round)
- *Sex Stink* (cloud of pheromones make creatures more vulnerable to sexual effects)
- *Sexual Manipulation (*for 1 hour/level use a previously made Perform (sexual) check result rather than a Bluff or Diplomacy check result against the target if the Perform (sexual) score is better)
- *Stunning Orgasm* (target suffers 1d6 Pleasure and is stunned for ½ that number of rounds, minimum 1 round)
- *Tiny Breasts Are So Sensitive* (hyper-sensitive nipples grant Tremorsense 30 ft and the Blind Fight feat for 1 minute/level)
- *Vacate Bowels* (forced defecation *stuns* victim for one round)
- *Voyeuristic Hallucination* (illusions depict the last creatures to have sex on a piece of furniture)
- *Voyeuristic Kimono* (temporarily enchant a white kimono to reveal the wearer's sexual history)
- *Work Around (*transform a temporary jury-rigging into a permanent repair)

Second Level
- *Abortive Kimono* (temporarily enchant a white kimono to absorb an unwanted fetus)
- *Ani-Mate* (turn an anime character into a fantasy lover)
- *Armored Medio* (transform your maid's outfit into light armor)
- *Battle Familiar Blast!* (your familiar charges into battle as if hasted and is surrounded by a damaging energy aura that augments its natural weapons)
- *Bladder Spike* (mystical dart pierces the victim's bladder inflicting 2d6 piercing and 1 ongoing Bleed damage- extra effective against *skatto* spellcasters)
- *Bowels to Bowels* (absorb feces from another creature, gaining the ability to cast Acid, Earth or Skatto spells at +1 caster level, but your landspeed is reduced)
- *Cadaveric Spasm* (animate corpses to make a ranged attack at a target of your choice)
- *Cock Like a Piston* (merge man and machine for greater maneuverability)
- *Combat Mathematics* (make a Knowledge: physical sciences checks in place of an attack roll)
- *Corpse Delivery* (conjure a fresh corpse to your specifications)
- *Custom Mod* (modify a touched device to your specifications)
- *Electrical Transition* (teleport a short distance and reappear in a burst of lightning)
- *Hobbling Orgasm* (forced orgasms last for 1 round per level and sacrifice a move equivalent action each round- target may also be *fatigued* or *exhausted*)
- *Howl of Hell (*all creatures within a 60 ft cone suffer massive sonic damage and are potentially deafened for one minute, but you suffer backlash damage and are temporarily silenced in the casting of this spell)
- *Infinite Ammunition* (instantly reload firearm or energy weapon automatically for 1 round/level)
- *Instant Medio* (transform your clothes into a maid's uniform)
- *Kevlar Kimono* (turn an ordinary kimono into bullet proof body armor)
- *Mathematical Defense* (add your Knowledge: physical sciences modifier as an insight bonus to AC and CMD for one round)
- *Oni's Pelt* (magical tiger skin provides armor bonus and skill bonuses based on gender)
- *Panty Guise* (become a pair of panties with the scent special quality and ability to share spells with your wearer for more than an hour)
- *Raijin Barrier* (Outsiders suffer 1d6 electrical damage/caster level if they touch your electrical aura)
- *Redraw Doujinishi* (make dramatic and permanent physical changes to a willing Doujinishi's appearance, even possibly altering gender)
- *Schoolgirl's Twintails* (female caster temporarily gains the Serpentine Mane and Super Kawaii feats thanks to her beautiful hair)
- *Shared Culture* (grant a touched creature one of your Cultural Templates)
- *Shorttank's Transformation* (female recipient gains minor ability score bonuses and becomes more skilled at adventuring tasks)
- *Sniper Child* (give a child firearms expertise and the ability to carry heavy weapons effortlessly)
- *Super Breast Rainbow* (shoot energy rays of various types from your breasts)
- *Sushi Rampage!* (summon a wildly chopping warrior with favored enemy bonuses against dragons and aquatic or reptilian humanoids)

Third Level
- *Armored Medio, Greater* (transform your maid's outfit into heavy armor)
- *Breastmelt* (target's enlarge breasts liquefy, *slowing* them and *greasing* all adjacent squares)
- *Cat's Anisble* (use an ordinary housecat as a FTL

communications link with galactic range)

- *Clutches of the Toilet* (toilets and plumbing fixtures inexorably grapple your victim, who can free himself by urinating or defecating)
- *Electro-Stim Torture* (energy bolt inflicts Electrical and Pleasure damage for multiple rounds)
- *Evasive Medio* (enchant a maid's outfit to teleport you in response to danger)
- *Familiar Courtesan* (transform your familiar into an anthropomorphic lover)
- *Flesh Spasm, Lesser* (as Flesh Spasm, but transform your arms into a less dangerous ooze)
- *Fuel the Engine (*provide fuel for touched vehicle sufficient for operation for 1 hour/3 levels)
- *Gateway of the Bowels* (use shit from fresh corpses to summon an Earth Elemental with *stench*; the creature's size determined by number of corpses present)
- *Ghost Lanterns* (phantasmal lanterns pass through all but a single kind of designated matter, which detonates them upon contact)
- *Gun Personified* (create a girlish warrior to wield a touched firearm)
- *Monstrous Lusts* (touch a creature to grant it either Phallic Spear Technique or Vaginal Prison as a bonus feat for 1 minute/level, based upon it and your gender)
- *Nauseating Craving* (*sicken* and/or *nauseate* a victim until he or she consumes a specific fast food item)
- *Phallic Puppetry* (take control of a victim's combat-cock, forcing it to attack who you wish and make the victim flat-footed)
- *Sadistic Machine* (conjure a sexual torture device that traps a victim who must succeed at multiple Perform (sexual) checks to escape)
- *Scatalogical Ejection* (force a piloted machine to shit out its controller, leaving it out of control)
- *Schoolday Armory* (equip multiple allies with school uniforms and a weapon easily accessible to a Japanese student; at 10th CL these become +1 items)
- *Schoolgirl Scissorlock* (phantom schoolgirl wraps her thighs around a target's face, suffocating, blinding and grappling them)
- *Strangling Hair* (your hair animates and grapples your opponents)
- *Stunning Orgasm, Greater* (as *stunning orgasm, but* inflicts 3d6 Pleasure + 1d6 non-lethal Pleasure per 2/levels)
- *Stunning Orgasm, Mass* (as *stunning orgasm*, but affects 1 target/level)
- *Super Busty Elastic Charge* (body becomes rubbery and durable, boobs become deadly weapons with a mind of their own)
- *Supernatural Calling Plan* (enchanted device can get a signal as if in the caster's home nation regardless of what plane it's on)
- *Swimsuit Paradise* (conjure a +1 or better battle lingerie swimsuit for yourself and one ally/two caster levels, no two of which can be more than 10 ft apart)
- *Vacate Bowels, Mass* (as Vacate Bowels, but affects 1 creature/ caster level)
- *Valence Blade* (blade of force and electricity inflicts massive damage and bypasses armor)

Fourth Level

- *Corpse Toy* (transform a corpse into a sexual toy, preventing its return to life)
- *Deadly Pleasures* (target suffers steadily increasing Pleasure damage for multiple rounds)
- *Foul Infusion* (fill the target's intestines with shit that incapacitates them and possibly causes a bowel rupture)
- *Death Hole (*conjure a deep spiked pit designed to trap a specific victim*)*
- *Ghost Chassis* (summon a phantom automobile)
- *Loli's Claws* (gain two claw attacks that inflict 1d8+STR modifier points of slashing damage and potentially de-age the target by 1d4 years)
- *Orgasm Mine* (target suffers 2d4 Pleasure per round, or 3d6 + 1d6 fire/two levels if it resists the pleasure damage)
- *Pleasurable Slime* (slimy ooze reduces victim's speed, inflicts 1d8 Pleasure damage/round and makes them more vulnerable to other Pleasure effects)
- *Slut Training* (Victim suffers at least 100 points of damage unless he or she brings that many people to orgasm within a day)
- *Spider Yokai* (assume the form of a body-horror spider demon)
- *Spit Nail* (cold iron breath weapon inflicts 1d6 piercing damage/level to all targets in a Close range line)
- *Vore* (target gains an impressive bite attack and the swallow whole quality for 1 round/level)

Fifth Level

- *Anime Exaggeration* (transform touched creature into a busty anime girl with superior abilities)
- *Breast Tallow* (wide line of burning fat inflicts massive Fire damage and slows targets)
- *Call Powered Armor (*summon a set of Grade I Powered Armor around yourself or a willing recipient)
- *Choice Between Dangers* (teleport from the Earth Realm to the Tatakama to face a new and different danger than the one you're fleeing)
- *Corrupting Tentacles* (phantom tentacles inflict random insanity and temporary physical changes)
- *Cosplayer's Armory* (transform prop weapons and armor into +1 magical gear)
- *Cybergasm* (living machines suffer 1d8 Pleasure/level (max 20d8), affecting even machines normally immune to Pleasure damage)
- *Destruction of Breasts* (intense electrical discharges damages women and inflicts temporary CHA damage as their breasts explode from within)
- *Execution Chamber* (target is restrained in a killing machine that inflicts massive damage, of a type of the caster's choosing, for multiple rounds)
- *Flesh Spasm* (Transform your forearms into a dangerous ooze)
- *Gathering the Female Energy* (females masturbate to generate a magical charge that can be used to cast metamagic spells more efficiently)
- *Gathering the Male Energy* (captured male semen substitutes for expensive material components in future spells)
- *Gothic Allure* (caster becomes more beautiful and intelligent, but gains undead sociopathy and some invulnerabilities)
- *Kevlar Kimono, Greater* (as Kevlar Kimono but offers greater protection)
- *Late Train* (conjure a phantom subway train to take you to your destination)
- *Lustswarm* (illusory swarm grapples and Pleasures victims to death)
- *Military Flight* (fly at 500 ft/round for 1 minute/level with superior maneuverability)
- *Mire the Soul in Shit* (trap the soul of a creature in its death-shit, preventing resurrection)
- *Piss Like a Dragon* (unleash a stream of acid and fire from your bladder that does more damage, and has greater range, the longer the spell is held)
- *Sekisho Barrier* (golden wall removes weapons, armor and magic items of those passing through it)

- *Urban Stride* (as *Tree Stride* but transport via urban structures like vending machines)
- *Vibrating Torture* (energy field immobilizes victim and subjects them to massive sonic and pleasure damage each round)

Sixth Level

- *Anthropomorphize the Problem… And Fuck It* (replace any skill check with a DC up to 20 + caster level with a DC 15 Perform (sexual) check instead)
- *Avionic Familiar* (transform your familiar into a business jet)
- *Breasts of Thunder and Storm* (charged breasts provide Electrical resistance and allow you to fire electrical blasts or electrocute a target during a grapple)
- *Catgirl Overload* (summon either a few powerful catgirl allies or a small legion of less competent Nekos to serve you for 1 round/level)
- *Catgirl Overload* (summon either a few powerful catgirl allies or a small legion of less competent Nekos to serve you for 1 round/level)
- *Devoured from Within* (summon a ravenous swarm directly inside a target)
- *Duplicate of Filth* (create a copy of a creature using its shit as a template. Mindless duplicate has 1 HP per Hit Dice of the duplicated creature)
- *Dying World* (create a zone where healing is hindered and targets can be convinced to commit suicide with social skills or mind-influencing abilities)
- *Oni's Pelt, Mass* (as Oni's Pelt, but affecting multiple creatures)
- *Pervert Hell* (create a zone of darkness and difficult terrain, all creatures trapped within suffer ongoing Pleasure damage and are weakened)
- *Pleasure Trap* (hovering torture bed pins a target and inflicts 2d8 Pleasure/round)
- *Red Fantasies* (target is helpless for one round, while enduring sick fantasies that are considered to be a willing, evil act that requires *Atonement*)
- *Sadistic Dissection* (victim suffers 1 point of permanent ability damage per round or may be forced to choose even worse suffering)
- *Samebito's Maw, Mass* (as *samebito's maw,* save it affects one creature/caster level)
- *Shorttank's Transformation, Mass (*as *shorttank's transformation,* save it affects one creature/caster level)

Seventh Level

- *Blood, Snow and Blossoms* (creates a zone of intense cold, where slashing weapons inflict maximum damage on a successful hit)
- *Call Powered Armor, Greater (*summon either a set of Grade III Powered Armor or flight-capable Grade II Powered Armor around yourself or a willing recipient)
- *Garden of Impalement* (bamboo shoots erupt, inflicting 1d8 points of slashing damage per caster level to all targets in a shapeable area)
- *Horrorcore Transformation (*become an unstoppable murderous beast with a duration that extends the more you kill)
- *Infinite Catgirls* (a Nekomusume can summon many identical duplicates of herself with all her mundane skills and abilties)
- *Mecha Super Assault Mode* (become a robotic war machine designed for space combat)
- *Pocket Transcendence* (completely obliterate a target's sense of self, thus unraveling its physical body, though targets who recover from this deadly spell are enlightened by the trauma)

Eighth Level

- *Box of Immortality* (target becomes immortal and gains Fast Healing 1 as long as a mystic box remains unopened)
- *Call Cloudfire Mecha* (summon a transformable Cloudfire mecha around yourself or a willing recipient)
- *Cosplayer's Armory, Mass* (as Cosplayer's Amory but affects multiple targets)
- *Rending Suspension* (anti-gravity zone hinders, slows and rips apart victims with massive Force damage)
- *Ten Million Tentacles* (as *black tentacles,* but affects a much wider area and inflicts even greater damage)

Ninth Level

- *Allied Bombing Run* (summon bombs from WWII that inflict 2d8 fire and 1d6 bludgeoning per caster level on a huge area)
- *Call of the Dead* (animate all corpses in a huge area as a swarm of undead under your command)
- *Call Powered Infantry* (as *call powered armor,* but affects one subject/two caster levels)
- *Doll Hell* (all victims within a 30 ft burst are petrified and reanimated briefly as Soulbound Dolls under the caster's control)
- *Flesh Spasm of Hell* (as Flesh Spasm, but transform your limbs into a colossal Carnivorous Blob instead)
- *Magic Castle* (create a massive castle, fortress or pagoda instantly)
- *Parade of Gory Deaths* (spell's willing subject has only 1 HP for one round/level but a bunch of undead immunities, and self resurrects almost instantly for the spell's duration; fresh corpses can be used to solve problems in creative *guro* ways)
- *Pulse of Misogyny* (creates a massive, expanding zone of shadows which rob women of their class abilities, intellect and supernatural talents)
- *Red Fantasies, Mass* (one target/level is helpless for one round, while enduring sick fantasies that are considered to be a willing, evil act that requires *Atonement*)
- *Sadistic Dissection, Mass* (one victim/level suffers 1 point of permanent ability damage per round or may be forced to choose even worse suffering)
- *Vibrating Torture, Mass* (as Vibrating Torture, but affects one victim/level)

Tenth Level (Epic)

- *Call of the Dead Legions* (animate all corpses in a city-sized area as a swarm of undead under you command)
- *Creation Academy* (conjure an extradimensional space that trains highly skilled young wizards)
- *Mighty Kaiju Henshin* (gain the size, strength, powers and defenses of a Kaiju for one round/level)
- *Transcendence* (as *Pocket Transcendence*, but affects all creatures in a 100 ft +10 ft/caster level spherical burst)

SUMMONER SPELLS

Fifth Level

- *Catgirl Overload* (summon either a few powerful catgirl allies or a small legion of less competent Nekos to serve you for 1 round/level)
- *Gathering the Female Energy* (females masturbate to generate a magical charge that can be used to cast metamagic spells more efficiently)
- *Gathering the Male Energy* (captured male semen substitutes for expensive material components in future spells)

Fourth Level

- *Choice Between Dangers* (teleport from the Earth Realm to the Tatakama to face a new and different danger than the one you're fleeing)

Fifth Level

- *Gathering the Female Energy* (females masturbate to generate a magical charge that can be used to cast metamagic spells more efficiently)
- *Gathering the Male Energy* (captured male semen substitutes for expensive material components in future spells)

Sixth Level

- *Kami's Birth* (create a new Kami ally from an ancient artifact or place of natural power)

WITCH SPELLS

Zero Level

- *Flatulence* (uncontrollable flatulence hinders stealth and social interaction)
- *Happy Swell* (engorged genitals give a +2 morale bonus on Perform (sexual) checks for an hour)

First Level

- *Butchery Saw* (fire a magical buzzsaw that inflicts 1d8+ casting modifier slashing and improves with additional caster levels)
- *Dirty Breasts* (shoot a stream of acidic shit from your breasts that inflicts 1d8 + 1 point/caster level acid damage and *sickens* the target for 1 round)
- *Hemetic Katana* (conjure a deadly blade from your own spilt blood)
- *Nightingale Floors* (creaking floors make stealth difficult)
- *Night's Lust* (imperceptible glow grants a +10 bonus on CHA-based skill checks when perceived by darkvision)
- *Sexual Manipulation (*for 1 hour/level use a previously made Perform (sexual) check result rather than a Bluff or Diplomacy check result against the target if the Perform (sexual) score is better)
- *Stunning Orgasm* (target suffers 1d6 Pleasure and is stunned for ½ that number of rounds, minimum 1 round)
- *Tiny Breasts are So Sensitive (*hyper-sensitive nipples grant Tremorsense 30 ft and the Blind Fight feat for 1 minute/ level)

Second Level

- *Abortive Kimono* (temporarily enchant a white kimono to absorb an unwanted fetus)
- *Armor of Mist and Roses* (spell replaces clothing and armor with spiked vines that provide a natural armor bonus to AC as well as improved concealment)
- *Battle Familiar Blast!* (your familiar charges into battle as if hasted and is surrounded by a damaging energy aura that augments its natural weapons)
- *Bladder Spike* (mystical dart pierces the victim's bladder inflicting 2d6 piercing and 1 ongoing Bleed damage- extra effective against *skatto* spellcasters)
- *Cadaveric Spasm* (animate corpses to make a ranged attack at a target of your choice)
- *Howl of Hell (*all creatures within a 60 ft cone suffer massive sonic damage and are potentially deafened for one minute, but you suffer backlash damage and are temporarily silenced in the casting of this spell)
- *Monstrous Breasts* (caster gains additional breasts and arms, which grants Multiattack and improves her Busty bonus to AC to +6, but *nauseates* her when the spell terminates)
- *Oni's Pelt* (magical tiger skin provides armor bonus and skill bonuses based on gender)
- *Raijin Barrier* (Outsiders suffer 1d6 electrical damage/caster level if they touch your electrical aura)
- *Samebito's Maw* (gain a bite attack that inflicts 1d8+STR plus Bleed 1 for one minute/level)
- *Schoolgirl's Twintails* (female caster temporarily gains the Serpentine Mane and Super Kawaii feats thanks to her beautiful hair)
- *Sushi Rampage!* (summon a wildly chopping warrior with favored enemy bonuses against dragons and aquatic or reptilian humanoids)

- *Temporary Decapitation* (briefly separate a willing creature's head from its body)
- *Uncontrolled Fangs* (mouths erupting from the victim's body attack any ally in an adjacent square)
- *Undead Familiar* (your familiar's type changes to Undead for the spell's duration)
- *World of Buxom* (all allies within range temporarily gain the Busty Extreme trait and possibly the Mega-Busty feat as well)

Third Level

- *Black Vomitus* (a razor-sharp tentacle pushes up from your stomach, which inflicts rapidly increasing damage when used as a weapon, but harms you while this spell is maintained)
- *Breastmelt* (target's enlarge breasts liquefy, *slowing* them and *greasing* all adjacent squares)
- *Cannibal Processing* (transform a slain creature into packaged rations, prevent easy *raising*)
- *Electro-Stim Torture* (energy bolt inflicts Electrical and Pleasure damage for multiple rounds)
- *Familiar Courtesan* (transform your familiar into an anthropomorphic lover)
- *Gateway of the Bowels* (use shit from fresh corpses to summon an Earth Elemental with *stench*; the creature's size determined by number of corpses present)
- *Ghost Lanterns* (phantasmal lanterns pass through all but a single kind of designated matter, which detonates them upon contact)
- *Momentary Disembowelment* (victim is temporarily disemboweled, being sickened and suffering 1d4 CON Bleed for 1 round/3 levels, but regains lost CON quickly if they survive)
- *Nauseating Craving* (*sicken* and/or *nauseate* a victim until he or she consumes a specific fast food item)
- *Personified Gun* (create a girlish warrior to wield a touched firearm)
- *Phallic Puppetry* (take control of a victim's combat-cock, forcing it to attack who you wish and make the victim flat-footed)
- *Sadistic Machine* (conjure a sexual torture device that traps a victim who must succeed at multiple Perform (sexual) checks to escape)
- *Scatalogical Ejection* (force a piloted machine to shit out its controller, leaving it out of control)
- *Strangling Hair* (your hair animates and grapples your opponents)
- *Stunning Orgasm, Greater* (as *stunning orgasm, but* inflicts 3d6 Pleasure + 1d6 non-lethal Pleasure per 2/levels)
- *Stunning Orgasm, Mass* (as *stunning orgasm*, but affects 1 target/level)
- *Swimsuit Paradise* (conjure a +1 or better battle lingerie swimsuit for yourself and one ally/two caster levels, no two of which can be more than 10 ft apart)

Fourth Level

- *Anchoring Tendrils of Flesh* (tentacles formed from the victim's body blinds, mutes, sickens and slows a victim)
- *Black Fire Within* (internal flames cook you from within but give you a flaming aura and a dangerous breath weapon…but if you refuse to use the breath weapon, you burn yourself)
- *Body Poison* (your sweat becomes a deadly, hard to notice poison)
- *Carrion Crows* (summon a swarm of crows that feed exclusively on undead flesh)
- *Deadly Pleasures* (target suffers steadily increasing Pleasure damage for multiple rounds)
- *Death Hole (*conjure a deep spiked pit designed to trap a specific victim*)*
- *Execution Chamber* (target is restrained in a killing machine that inflicts massive damage, of a type of the caster's choosing, for multiple rounds)
- *Loli's Claws* (gain two claw attacks that inflict 1d8+STR modifier points of slashing damage and potentially de-age the target by 1d4 years)
- *Mire the Soul in Shit* (trap the soul of a creature in its death-shit, preventing resurrection)
- *Mystical Gutting* (ectoplasmic intestines rise from the target's abdomen, anchoring them in place and preventing them from using potions and hindering healing)
- *Obscene Transmutation* (polymorph spell permanently turns a victim into a helpless mound of malformed genitals)
- *Orgasm Mine* (target suffers 2d4 Pleasure per round, or 3d6 + 1d6 fire/two levels if it resists the pleasure damage)
- *Rigor Mortification* (slow and inflict 1d6 DEX damage on an undead target, bypassing the normal immunity)
- *Spider Yokai* (assume the form of a body-horror spider demon)
- *Spit Nail* (cold iron breath weapon inflicts 1d6 piercing damage/level to all targets in a Close range line)
- *Starvation* (rip nutrients from a victim's body, inflicting weeks of malnutrition and starvation in just seconds, fatiguing the victim and inflicting non-lethal damage)

Fifth Level

- *Body Poison* (your sweat becomes a deadly, hard to notice poison)
- *Breast Possession* (busty witch possesses the body of a young girl and turns it into a duplicate of her own when slain)
- *Breast Tallow* (wide line of burning fat inflicts massive Fire damage and slows targets)
- *Cascade of Abortion* (30 ft cone of darkness induces miscarriages, inflicts 5d6+ caster level profane damage and may utterly destroy Ubume)
- *Cannibal Feast* (consume a sentient creature to gain its physical attributes)
- *Deadly Pleasures* (target suffers steadily increasing Pleasure damage for multiple rounds)
- *Destruction of Breasts* (intense electrical discharges damages women and inflicts temporary CHA damage as their breasts explode from within)
- *Execution Chamber* (target is restrained in a killing machine that inflicts massive damage, of a type of the caster's choosing, for multiple rounds)
- *Fossilize Wastes* (inflict 1 CON damage/level and nauseate the target for 1 minute/level)
- *Fucked to Death* (summon a tentacle that rips a target open from groin to mouth, inflicting massive damage and ongoing CON Bleed)
- *Gothic Allure* (caster becomes more beautiful and intelligent, but gains undead sociopathy and some invulnerabilities)
- *Kappa's Obscene Kiss* (magical force rips the intestines out of a victim's body, inflicing 3d6 permanent CON drain and 3d6 ongoing Bleed damage)
- *Lustswarm* (illusory swarm grapples and Pleasures victims to death)
- *Mire the Soul in Shit* (trap the soul of a creature in its death-shit, preventing resurrection)
- *Mystical Gutting* (ectoplasmic intestines rise from the target's abdomen, anchoring them in place and preventing them from using potions and hindering healing)
- *Obscene Transmutation* (polymorph spell permanently turns a victim into a helpless mound of malformed genitals)
- *Orgasm Mine* (target suffers 2d4 Pleasure per round, or 3d6 + 1d6 fire/two levels if it resists the pleasure damage)
- *Spider Yokai* (assume the form of a body-horror spider demon)
- *Spit Nail* (cold iron breath weapon inflicts 1d6 piercing damage/level to all targets in a Close range line)
- *Sudden Flowering* (transmute metal and plastic into plant matter)
- *Urban Stride* (as *Tree Stride* but transport via urban structures like vending machines)

Sixth Level

- *Arousing Breasts Cannon!* (gather tantric energy through sexual contact, which you can release as a devastating line of energy over 1,000 ft long)
- *Avionic Familiar* (transform your familiar into a business jet)
- *Bisecting Cleave (*the weapon you wield can slice an opponent in half*)*
- *Catgirl Overload* (summon either a few powerful catgirl allies or a small legion of less competent Nekos to serve you for 1 round/level)
- *Feral Bells and Collars* (one Nekomusume/caster level gains two claw attacks with rake and increased speed and agility)
- *Oni's Pelt, Mass* (as *Oni's Pelt*, but affecting multiple creatures)
- *Pervert Hell* (create a zone of darkness and difficult terrain, all creatures trapped within suffer ongoing Pleasure damage and are weakened)
- *Pleasurable Temptation* (target is *helpless* with orgasmic pleasure for 1d4+2 rounds, and is Healed if they move their alignment closer to Chaotic Evil)
- *Purity of Rape* (create a zone of darknes where anti-rapist powers and spells fail to function and creatures do not incur a karmic penalty for rapes committed within)
- *Samebito's Maw, Mass* (as *samebito's maw,* save it affects one creature/caster level)
- *Torii Between a Woman's Nipples* (sacrifice a woman to conjure a short-lived torii between her shredded breasts, destination determined by whether you cast this as a Busty or Pettanko spell)

Seventh Level

- *Conjoin Flesh* (merge two adjacent creatures into a helpless gestalt)
- *Downpour of Filth* (rain of caustic shit inflicts massive acid damage to a wide area, obscures vision and functions as a *grease* spell)
- *Infinite Catgirls* (a Nekomusume can summon many identical duplicates of herself with all her mundane skills and abilties)
- *Kiss of Death* (charge lips with necromantic energy that either kills instantly or inflicts 7d6 damage)
- *Love Doll Mutilation* (rip the victim's limbs away, transforming them into a squirming, helpless love doll)
- *Rigor Mortification, Mass* (as *Rigor Mortification*, but affects one undead/two caster levels)
- *Stuff the Living Banquet* (stuff the victim with food that *nauseates* and makes them especially vulnerable to *coup de gras* attempts; if the victim is slain before an hour elapses, their remains act as *heroes' feast*)

Eighth Level

- *Starvation, Mass* (as *starvation,* but affects one target/two caster levels)
- *Ten Million Tentacles* (as *black tentacles,* but affects a much wider area and inflicts even greater damage)

Ninth Level

- *Allied Bombing Run* (summon bombs from WWII that inflict 2d8 fire and 1d6 bludgeoning per caster level on a huge area)
- *Annihilation* (forever destroy a target's body and soul)
- *Cascade of Rupture* (victims suffer massive, permanent CON drain as their intestines explode in a shower of acid- the area of effect increases geometrically as victims succumb)
- *Doll Hell* (all victims within a 30 ft burst are petrified and reanimated briefly as Soulbound Dolls under the caster's control)
- *Fucked to Death, Mass* (as Fucked to Death, but affects one target/two caster levels)
- *Parade of Gory Deaths* (spell's willing subject has only 1 HP for one round/level but a bunch of undead immunities, and self resurrects almost instantly for the spell's duration; fresh corpses can be used to solve problems in creative *guro* ways)
- *Pulse of Misogyny* (creates a massive, expanding zone of shadows which rob women of their class abilities, intellect and supernatural talents)
- *Rape Culture* (mind-warping spell transforms creatures into Chaotic Evil rapists, potentially corrupting hundreds)

Tenth Level (epic)

- *Girl Meat Factory* (create a cannibal slaughter house in a bloody pocket reality that makes it all too easy to treat women as meat)

NEW SPELLS

AKANAMES APPETITE

School transmutation (skatto) **Level** cleric 1
Casting Time one standard action
Components V, S, DF
Range touch
Target undead creature touched
Duration 24 hours
Saving Throw WILL negates **Spell Resistance** no

For the spell's duration, an undead creature touched and blessed by the cleric is freed from their predatory compulsions. Undead that have a compulsion to eat flesh, blood or spirit in order to maintain their existence instead gain an appetite for the freshly spilled urine and feces of humanoids and monstrous humanoids. Undead who devour such fare find it tasty and nourishing, though this spell does not force them to consume such, nor does it remove their original metabolic needs. Instead, this spell simply gives predatory undead a new, non-harmful way to feed for the spell's duration.

AKANAMES LANTERN

School divination (light, skatto) **Level** bard 1, sorc/wiz 1
Casting Time One standard action
Components V, S, M (congealed blood from an Akaname)
Range medium burst (100 ft plus 10 ft/level radius)
Duration 1 round/level
Saving Throw None **Spell Resistance** No

When you cast this spell, you send out a rush of yellow air to the spell's maximum range. For the duration of the spell, if any sentient creature is urinating or defecating within the spell's range, that creature is bathed in glowing yellow light. This produces bright illumination in that creature's square. All walls, floors, ceilings and other barriers or immobile obstructions (such as furniture) within 10 ft of the illuminated creature become transparent and remain so for the spell's duration.

ALLIED BOMBING RUN

School necromancy (fire) **Level** sorc/wiz 9, witch 9
Casting Time one standard action
Components V, S
Range long (400 ft + 40 ft/level)
Duration
Saving Throw REF Partial (see text)
Spell Resistance No
This spell opens a window into the past, into the darkest days of Japan's history. Phantom Allied bombers drift overhead like shadowy omens of death, dropping tens of thousands of tons of city-killing high explosives. Bombs from the past lay waste to the present.

When you cast this spell, you decide on the spell's area, either a burst 100 ft in diameter + 10 ft per caster level or a line 10 ft wide by 100 ft + 10 ft long per caster level. All creatures and objects within that area suffer 2d8 fire damage per caster level (maximum 40d8 fire). Targets are *pinned* by rubble and suffer an additional 1d6 bludgeoning damage per caster level (max 20d6 bludgeoning). A successful REF Save negates the pinned condition and halves the additional bludgeoning damage.

Special: If this spell is cast anywhere within the cities of either Hiroshima or Nagasaki, its numerical effects are Maximized, as if by the Maximize Spell feat. However, the spell gains the Evil descriptor.

ALL-PURPOSE CATGIRL

School enchantment **Level** bard 1
Casting Time one standard action
Components V, S, M (a few colorful threads, ribbons or strings), racial (caster must be a Nekomusume or feline Anthro)
Range personal
Duration one minute
Saving Throw None **Spell Resistance** No
Sufficiently motivated cat-girls can do anything! For this spell's duration, all skills are considered class skills for the caster, and the caster can attempt any skill check untrained.

ANCHORING TENDRILS OF FLESH

School necromancy **Level** witch 4
Casting Time one standard action
Components V, S
Range medium (100 ft + 10 ft/level)
Duration one round/two levels

Saving Throw FORT negates (see text)
Spell Resistance Yes
Tendrils formed from nerves, veins and viscera erupt from every orifice of the victim's body locking them cruelly in place. This spell has multiple effects, each caused by a tendril erupting from a different part of the victim's body, and the victim makes a separate FORT Save against each individual effect. Depending on how many saves the victim makes, they might be wholly, partially or not affected at all by *anchoring tendrils of flesh.* All effects end when the spell's duration does.

Eye Tendrils: These tendrils are formed from the victim's optic nerves. If the victim fails their FORT Save against this effect they are considered *blinded.*

Mouth Tendril: This tendril forms from the tongue, teeth and oral veins of the victim. If the victim fails their FORT Save against this effect cannot speak or make vocal noise, and are considered *sickened.*

Rectal Tendril: The victim's intestines prolapse through their rectum and form a fleshy anchor. If the victim fails their FORT Save against this effect, they cannot benefit from potions or consumable magic items and are considered *nauseated.*

Urethral Tendril: The victim's urethra becomes a thin tendril that anchors to the ground. If the victim fails their FORT Save against this effect, all movement speeds are speed are reduced by half.

ANI-MATE

School illusion **Level** bard 2, sorc/wiz 2
Casting Time one standard action
Components V, S, F (a high-end vinyl model figure of the object of your lust, worth 100 gp/DC 10), (digital media of the object of your lust)
Range close (25 ft plus 5 ft / level)
Duration one hour / level (D)
Saving Throw WILL negates **Spell Resistance** Yes
A favorite spell of Black Tokyo's otaku mages, this spell brings an anime character to life, as a perfect and willing sexual companion. This spell is cast on a television, computer or smartphone playing the image of the desired anime lover, who must be basically humanoid in form and roughly human sized. The spell creates a tangible, three dimensional, seemingly live illusion of the character, who exists only to serve the caster's sexual whims, though the illusion adopts the personality traits and mannerisms of the character depicted.

The illusory character cannot leave the place where he or she was summoned, nor can he or she fight or use skills on the illusionist's behalf.

ANIMATORS HOURS

School enchantment **Level** bard 2
Casting Time one standard action
Components V, S
Range touch
Duration 24 hours
Saving Throw WILL Negates (harmless) **Spell Resistance** Yes (harmless)
The hours worked by fill-in animators, even in the era of CGI anime, are still backbreaking. This minor spell allows a character to works on a Craft (visual arts or writing) or Computer Use check to program anime, game or other entertainment software to count the time spent working on that project as both sleep and complete bed rest.

ANIMATED TATTOO

School illusion (shadow)
Level alchemist 1, magus 1, sorc/wiz 1
Casting Time one hour
Components V, S, M (fine inks and bamboo needles worth at least 10 GP)
Range personal
Duration Permanent
Saving Throw WILL partial, See Text **Spell Resistance** See Text
You etch a complex tattoo upon your body that has the ability to move about your body and attack your enemies. This elaborate tattoo often takes the form of dragons, samurai, demons or scenes from nature, such as hunting tigers, waterfalls and raging tsunami. The tattoo's position

on your body can change as a free action, and seems somewhat animated- a tattooed dragon writhes, a tattooed waterfall flows swiftly, and so on.

When you choose to use your animated tattoo as a weapon, it is considered a standard attack action. This tattoo uses your BAB plus your relevant casting ability score modifier and has a reach equal to your natural reach. On a successful hit, it deals damage equal to 1d6 plus your casting ability score modifier. Successfully disbelieving the animated tattoo after interacting with it reduces damage to half. Your tattoo is considered a magic weapon for the purpose of overcoming damage reduction.

ANIME EXAGGERATION

School transmutation **Level** alchemist 4, bard 4, sorc/wiz 5
Casting Time one standard action
Components V, S, M (an otaku magazine), Special (caster must either be of the Doujinishi race or have the Otaku cultural template)
Range touch
Duration 1 minute/level (D)
Saving Throw WILL negates (harmless)
Spell Resistance yes
Anime can anthropomorphize everything from battleships to WWII fighter pilots to American presidents to cooking utensils as cute, busty cartoon heroines. With a touch, you can allow your mortal friends to get in on the fun.

When you cast this spell, the recipient undergoes a drastic transformation. If the recipient is male, their gender changes to female for the spell's duration. Even if the recipient is already female, her appearance chances dramatically. The recipient is (barely) recognizable as an extreme stylization/caricature of her prior self, while her clothing and equipment changes appearance to become emblematic of her role and skills. For example, a character best known as a chef would appear in a stylized chef's outfit, a soldier's equipment would become a sci-fi version of tactical body armor, and so on.

While so transformed, the character gains a +4 enhancement bonus to her CHA score, which function's as eagle's splendor. In addition, if any of her other ability scores are 16 or greater before the spell is cast, that attribute (or attributes) also gain a +2 enhancement bonus, as *anime exaggeration* augments existing qualities. The spell's recipient gains the Busty Extreme trait for the duration of the spell. Finally, the recipient gains a +4 luck bonus on any skill she has placed 5 or more ranks in.

ANNIHILATION

School necromancy (death) **Level** witch 9
Casting Time one standard action
Components V, S, M (a personal item or bit of tissue from a creature harmed or killed by the spell's intended victim)
Range close (25 ft + 5 ft/level)
Duration instant
Saving Throw WILL partial (see text)
Spell Resistance Yes
Bringing her hand down in a slashing motion, a line of blood red light lashes out to the extent of the spell's range.

If the target fails its WILL Save, it is destroyed utterly and irrecoverably. No force save the direct intervention of a greater deity can restore the victim to life, and the victim's soul is annihilated as well as its body, preventing it from being contacted via necromancy. The target is shredded by the beam of crimson light at the same time its body and all its possessions are disintegrated; only artifacts within the creature's possession are spared this annihilation. The remains drift down as glowing ash.

If the target makes their WILL Save, they instead suffer 1d12 points of damage per caster level (max 20d12). If slain by this damage, they body and its possessions are completely disintegrated, though the victim's soul remains intact.

The witch can choose to waive the victim's WILL Save, with them only suffering the 1d12 damage per caster level prior to casting the spell. This spell than does massive damage, but has no opportunity to permanently destroy a target's body or soul. If the Witch weakens Annihilation in this manner, this spell is not affected by Spell Resistance.

ANTHROPOMORPHIZE THE PROBLEM AND FUCK IT

School conjuration (creation)
Level alchemist 6, sorc/wiz 6
Casting Time one minute
Components V, S, F (a tool kit appropriate to the problem at hand, or a textbook or data-pad, computer, ect for Knowledge checks)
Range special
Duration 1d4 hours
Saving Throw None (harmless, object)
Spell Resistance None (harmless, object)
By Anthropomorphizing the Problem and Fucking It, the spellcaster turns a thorny challenge into a sexual conquest and fucks his/her/its way to glory! This spell conjures a *moe* humanoid creature of the caster's preferred gender and species that somehow resembles an insoluble problem for the caster. By having sex with this conjured creature over the course of 1d4 hours, the spellcaster may substitute

a DC 15 Perform (sexual) check for any other single skill check, at any DC up to Caster Level +20, even previously failed checks that do not normally allow a retry.

If the caster succeeds at the Perform (sexual) check, he or she succeeds on the replaced skill check. If the Perform (sexual) check fails, the caster suffers the consequences of a failed check. Skill kits and masterwork equipment provide their numerical bonus on the Perform (sexual) check, as they can be used as impromptu sex toys on the conjured creature.

The conjured creature resembles the replaced skill check in some way.

- A balky Mitsubishi motor (Craft: mechanical) becomes a cyber-babe with engine components across her body or a glowing corporate logo between her breasts.
- A boobytrapped door (Disable Device) becomes a seductive dude wearing a ticking suicide vest and nothing else.
- A Knowledge check becomes a sexy librarian or cosplay girl whose garb relates to the question at hand.

If the spellcaster is interrupted or fails to complete the sex act with the conjured creature, the spell ends and the replaced skill check automatically fails.

ARMORED MEDIO

School transmutation **Level** cleric 2, magus 2, sorc/wiz 2
Casting Time one standard action
Components V, S
Range touch
Duration one minute / level (D)
Saving Throw None (harmless, object)
Spell Resistance No (harmless, object)
In a blaze of sparkles and rose petals, you transform the *medio* (frilly maid's uniform) you are wearing into a fanciful suit of body armor, fit for a maid. You may choose any form of non-magical armor with a total equipment bonus to Armor Class of +4 or lower. When this spell is cast, your medio becomes armor of that type, gaining all its qualities (such as maximum DEX bonus, arcane spell failure chance, and so on). If your medio has special qualities, such qualities are retained by the transformed armored medio.

Your armored medio retains the basic style and coloration of your maid's uniform, but is constructed out of whatever materials the armor normally would be constructed of. Your armored medio might take the form of a skimpy black and white skirt made of chainmail with a frilly cap instead of a traditional knight's coif, but it protects identically to any other chain shirt.

ARMORED MEDIO, GREATER

School transmutation **Level** cleric 3,magus 3, sorc/wiz 3
As *Armored Medio*, but allows the caster to transform her maid's outfit into any suit of non-magical armor with up to a +8 equipment bonus to Armor Class

Armor of Mist and Roses

School abjuration **Level** witch 2
Casting Time one standard action
Components V, S
Range touch
Duration 1 round/level (D)
Saving Throw None **Spell Resistance** No
The touch of the spell caster's fingers spreads a cloying grayish-white mist across the body of a willing recipient. Any clothing or armor worn by the spell's recipient vanishes (along with any special properties it offers) for the duration of the spell. Vines of living roses twine around the recipient's body, and mist shrouds him or her.

For the spell's duration, the rose vines provide the recipient with a +2 natural armor bonus to AC, plus an additional +1 bonus per four caster levels. The rose's thorns act as masterwork armor spikes, but do not harm or hinder the recipient in any way. The cloying mists surrounding the spell's recipient grant him improved concealment.

As this spell can only affect a willing target, it offers no saving throw.

AROUSING BREASTS CANNON!

School evocation **Level** witch 6
Casting Time one standard action
Components V, S, Busty
Range personal
Duration 24 hours or until discharged
Saving Throw REF half* **Spell Resistance** No
This spell transforms the caster's body into a sexual receptor and uses collected tantric energy as a truly dangerous weapon. Each time the caster is penetrated, her breasts swell, and light pulsing beneath the skin becomes more intense. As the power builds to discharge, her breasts seethe with mystical plasma and whine with stored energy.

For 24 hours after the spell is cast (or until the caster chooses to discharge the energy), each sexual encounter the caster has charges her body. If the caster is vaginally masturbated, she gains a number of points of energy equal to her sexual partner's CHA modifier (minimum 1); if she is vaginally penetrated by a male partner, she gains energy equal to her sexual partner's CHA score (minimum 10). If the sexual partner has either the Tantric Wisdom or the Gifts of Ecstasy feats, the amount of energy gained from them is doubled. There is no cap on the amount of energy the caster can gather via sexual contact, though each sexual partner can only provide energy once per casting of this spell.

The caster may continue collecting and storing energy until 24 hours elapses, or she chooses to release the energy as a standard action. The energy release forms a line 1,000 ft long plus 100 ft per level, and all creatures within this line suffer energy damage equal to the collected energy reserve (REF half). This energy damage is of an unspecified type, not subject to energy resistance or immunity. Targets slain by this energy discharge are completely disintegrated, along with all their gear.

AVIONIC FAMILIAR

School transmutation **Level** sorc/wiz 6, witch 6
Casting Time one minute
Components V, S, M (used airline tickets)
Range touch
Duration 1 hour/level (D)
Saving Throw none **Spell Resistance** no
Petting your familiar or scratching it affectionately and whispering occult words, you transform a cute and cuddly animal into a somewhat larger, more impressive and certainly a lot more passenger friendly form. For the duration of the spell, your familiar assumes the form of a commercial business airplane, similar to a Lear, though cosmetically different. Your transformed familiar is considered to have effectively infinite fuel and range while transformed. If destroyed in aircraft form, your familiar is slain.

VEHICLE – FAMILIAR JET

Huge Aircraft
Cost -
Squares 6 (20 ft long x 10 ft wide main body) 40 ft wings on either side
AC 8 (-2 size) **Hardness** 10 **HP** 30 + 5 hp/level
Base Save +3

Offense
Maximum Speed 450 ft
Non-Combat Speed around 400 mph
Acceleration 150 ft
Propulsion twin turbojet engines
Driving Check Pilot
Driving Space left or right forward squares
Forward Facing forward of the passenger compartment
Decks 1

BALLISTIC CRUCIFIXION

School enchantment (compulsion, mind-affecting, Pleasure) **Level** cleric 3
Casting Time 1 standard action
Components V, S, DF
Range personal
Effect all creatures that can clearly see you to a maximum of 100 ft
Duration 1 round / 2 levels (D)
Saving Throw WILL negates (see text)
Spell Resistance Yes
When this spell is cast, your body glows with an amber internal light that produces bright illumination to 50 ft and dim illumination for 100 ft. You hover, completely immobile and crucified by invisible energy, above the square where the spell was cast. For the duration of the spell you can only take purely mental actions.

All ranged attacks made within a 100 ft spherical radius suffer a -20 morale penalty on the attack roll; if the attack misses, it strikes you instead and deals damage normally. However, all creatures within 100 ft who can clearly see you suffer an equal amount of Pleasure damage. This damage applies to each creature, and is not divided among affected creatures. Affected creatures can attempt a WILL Save to halve each individual incidence of Pleasure damage.

However, creatures who make their initial WILL save against Ballistic Crucifixion are not affected in any way by the spell. Their ranged attacks are not penalized, do not automatically strike you on a miss, and the character suffers no Pleasure damage.

BAMBOO DISEMBOWELMENT

School transmutation (evil) **Level** druid 5
Casting Time one standard action
Components V, S, M (a sprig of green bamboo, folded into an S-shape and bound with twine)
Range close (25 ft plus 5 ft/2 levels)
Duration instant
Saving Throw FORT partial **Spell Resistance** Yes
Clenching your fist around the bamboo shoot that forms this bloody spell's material focus, you conjure a similar mass of bamboo deep inside the target's viscera. A fraction of a second later, the twine binding the bamboo shoot snaps, and green spears rip through the victim's bowels. The victim of the spell suffers 1d4 points of permanent CON damage per five caster levels (maximum 4d4). If the target makes a successful FORT save, this damage is treated as temporary CON damage instead.

BATTLE FAMILIAR BLAST!

School evocation (variable energy type)
Level sorc/wiz 2, witch 2
Casting Time one standard action
Components V, S, familiar
Range medium (100 ft + 10 ft/level)
Duration 1d4-1 rounds (minimum 1 round)
Saving Throw None
Spell Resistance No

You hold your familiar in your hands, as energy crackles around the energy, and with a combative yell, you toss your familiar at the enemy in a blaze of flames, lightning or freezing cold…depending on the creature's elemental affinities. It's a risky tactic, but this spell gives your familiar some advantages that might keep it alive.

When you cast this spell, your familiar is considered to charge into battle, up to the maximum length of the spell's range, attacking an enemy or enemy you designate. During this time you can command your familiar as a free action.

For the spell's duration, you familiar is surrounded by a 5 ft aura that inflicts 1d6 X-Energy damage (REF half), and its natural weapons inflict an additional +1d4 X-Energy damage. When you cast this spell, choose from *Acid, Cold, Electricity, Fire, Pleasure* or *Sonic*: that becomes the "X-Energy" type of the familiar's aura and additional natural weapon damage, and the spell takes on that energy descriptor. You may choose a new energy type each time you cast this spell.

Your familiar acts as *hasted,* gaining the ability to make an additional natural weapon attack at its highest base attack bonus and gains an additional +30 ft enhancement bonus to all movement modes, and a +1 attack rolls, a +1 bonus to REF saves and a +1 dodge bonus to AC.

Your familiar is always considered willing to accept this spell. You may only cast this spell upon your own familiar. Your familiar's energy aura never harms you.

BEFRIENDING ORGASM

School enchantment (pleasure) **Level** bard 3
Casting Time one standard action
Components V, S
Range close (25 ft + 5 ft/level)
Duration instant
Saving Throw WILL partial (see text)
Spell Resistance Yes

When this spell is cast, a geyser of glowing pink and red hearts rushes from the caster's outstretched fingers or pursed lips to strike the spell's target….right in their genitals. The target suffers 1d6 +1/caster level (maximum 1d6+10) non-lethal Pleasure damage.

The spellcaster makes a Perform (sexual) check, as per the use of the Diplomacy skill to improve the target's attitude. The spellcaster does not suffer a penalty on the check for being in active combat, and receives a bonus on the Perform (sexual) check equal to the non-lethal Pleasure damage inflicted.

BENTO SURPRISE

School transmutation
Level alchemist 1, bard 0, cleric 0, sorc/wiz 0
Casting Time one standard action
Components V, S, F (a full bento box, packed lunch, lunchbox or similar)
Range touch
Duration instant
Saving Throw None **Spell Resistance** No
This spell is almost never used in anger, but even heroic adventurers and demon hunters like the little burst of pleasure provided when they open their ration containers and find some delightful surprise inside. When you touch a prepared bento box or other packed lunch (including pre-packaged food bought at a convenience store or even MREs), you speak the name of a specific person known to you. This can be your own name if enchanting your own food.

With a splash of water-like light and the scent of cucumbers, the spell makes a random change to the bento box, changing it in a minor way that the person named would probably enjoy. This spell only functions to the extent of the caster's knowledge of the person's preferences.

The exact change made is out of the caster's hands, but some common changes include:

- Making the food's presentation more attractive, cute, funny or memorable
- Increasing the quality and flavor of the ingredients to gourmet
- Adding some candy or light desert to the meal
- Adding fresh fruit or other natural treats to the meal

BIG BOOBS NEVER DIE!

School transmutation **Level** druid 3, witch 4
Casting Time one standard action
Components V, S, Busty
Range personal
Duration one minute/ level
Saving Throw None **Spell Resistance** No
Lovely fat and tissue oozes from your breasts throughout your body, instantly healing your wounds. While this spell is active, you gain Regeneration 5. Your regeneration can be stopped by fire or acid.

You are *exhausted* after this spell's duration ends, and cannot use Busty Magic until you next sleep or rest. Effectively, you use the tissue of your breasts to fuel this power.

BIG BREAST ORGY!

School divination **Level** bard 1
Casting Time one standard action
Components V, S, Busty
Range touch
Duration 1 hour/level (D)
Saving Throw None (harmless)
Spell Resistance No (harmless)
You can touch another woman's massive breasts and wordlessly share your sexual expertise. You may touch another character with the Busty Extreme trait; for one hour after doing so, when making any sexually oriented Bluff or Diplomacy check or Perform (sexual) check, either character uses the relevant skill ranks of both characters.

BIG TITS WATER STRIKE!

School evocation (water) **Level** druid 1
Casting Time one standard action
Components V, S, Busty
Range close (25 ft + 5 ft/level)
Duration instant
Saving Throw FORT partial (see text)
Spell Resistance No
A typhoon of warm water swirls around your breasts before lashing out like the high pressure stream of a fire hose. The caster makes a ranged touch attack against a single target in range. If this attack is successful, the target suffers 1d6 bludgeoning damage per two caster levels (maximum 5d6 bludgeoning) and the target is knocked back 5 ft per damage dice unless it succeeds at a FORT Save.

BISECTING CLEAVE

School necromancy **Level** magus 6, witch 6
Casting Time one standard action
Components V, S, M (the finger bones of a criminal executed by decapitation)
Range personal
Duration one minute/level (D)
Saving Throw None **Spell Resistance** No
The raw, untamed energies of death and violence swirl around the blade of your sword, allowing you to gut an enemy from skull to crotch, killing them in a shower of hot gore and ruined organs!

When this spell is cast, any manufactured, slashing weapon you wield gains a modified version of the *vorpal* property. On a confirmed critical hit with the enchanted weapon, your opponent is cleaved in half, down the centerline of its body. Your opponent is slain instantly, as even creatures that might be able to survive having their heads removed are destroyed by the sheer overkill of the *bisecting cleave*. Once you bisect a single opponent, this spell is discharged. This spell also ends if the duration expires, or you lose contact with the enchanted weapon for more than one consecutive round.

BLADDER SPIKE

School conjuration (skatto)
Level magus 2, sorc/wiz 2, witch 2
Casting Time one standard action
Components V, S
Range medium (100 ft + 10 ft/level)
Duration instant
Saving Throw Spell Resistance
A thorn of brass and bone flies from the palm of your hand to unerringly seek a victim's bladder. If you succeed at a successful ranged touch attack, the target suffers 2d6 piercing damage and 1 point of ongoing Bleed damage, which requires a DC 15 heal check, or any amount of magical healing to end. While suffering ongoing bleed damage from the bladder spike, the target cannot run or charge.

You receive a +2 bonus to strike with the bladder spike if your target has *skatto* feats, is capable of casting *skatto* spells or using spell-like or supernatural abilities with the *skatto* descriptor.

BLOODLESS BIRTH

School conjuration (healing)
Level alchemist 1, cleric 0, druid 0
Casting Time one standard action
Components V, S, M (a small bowl of pure water)
Range touch
Duration instant
Saving Throw FORT Negates (harmless) **Spell Resistance** Yes (harmless)
Bathing their fingers in the washing bowl that forms this spell's material component, the caster's fingers gain the ability to pass harmlessly through the belly of a pregnant female. This spell will only function after the female's water breaks and delivery begin, and allows the spellcaster to easily pull the child through the pregnant woman's abdomen without harm. The placenta and afterbirth are delivered vaginally a few minutes later.

BLOOD, SNOW AND BLOSSOMS

School transmutation (cold, evil) **Level** sorc/wiz 7
Casting Time one standard action
Components V, S, M (cherry blossoms)
Range close burst (25 ft plus 5 ft / 2 levels radius)
Duration 1 minute / 2 levels
Saving Throw No **Spell Resistance** No
With a sound like ice splintering, this spell creates a zone of cold and beautiful death, where even the strongest warrior can fall to a single sword stroke. This spell creates an unmoving zone centered on the spellcaster.

In this zone, the temperature drops to arctic conditions, exposing targets to extreme environmental cold (1d6 points of lethal cold per minute and make a DC 15 +1 per previous check or suffer 1d4 points of nonlethal damage). Blood red cherry blossom leaves fall through the air, providing all creatures within this zone with partial concealment.

While in this zone all weapons and attack forms that inflict slashing damage are maximized; thus if a sword stroke would inflict 1d8+2 points of damage normally, it would inflict 10 points of slashing damage while in this zone. Critical hits made within this zone inflict maximum possible damage. Sneak attack or precision based damage made with slashing weapons are similarly maximized. Critical hits with slashing weapons also inflict a number of additional points of damage equal to the spellcaster's caster level.
This maximized and additional damage affects all creatures within the zone, ally and enemy alike.

BODY POISON

School transmutation **Level** alchemist 4, druid 4, witch 4
Casting Time one standard action
Components V, S
Range personal
Duration 1 minute/level (D)
Saving Throw FORT negates **Spell Resistance** No
You transmute your body chemistry so that your sweat and secretions are deadly toxins. For the spell's duration, anyone touching your skin is treated as having come in contact with poison.

Body Poison
Type: *contact poison (magic)*
Save: *FORT Save, determined normally for a spell*
Onset: *immediate*
Frequency: *1/round for 6 rounds*
Effect: *1d3 temporary CON damage*
Cure: *1 save*

A character who successfully saves against your Body Poison is immune to future castings of this spell for 24 hours. A character injured by Body Poison must make an INT check with a DC equal to the caster's CHA score to realize they are sickening and have been poisoned. A character who suffers at least 5 points of CON damage from this spell becomes automatically aware of the affliction.

Your poisonous sweat loses its magical properties if removed from your body (hence, you cannot coat a weapon or bottle this poison).

BOWELS TO BOWELS

School transmutation (skatto)
Level alchemist 2, druid 2, sorc/wiz 2
Casting Time one standard action
Components V, S
Range touch
Duration one hour (see text)
Saving Throw FORT negates (harmless)
Spell Resistance No
By pressing your abdomen to another creature's body, you briefly merge into one. Your flesh and muscle melts into the other creature's and your intestines briefly entwine. You absorb the other creature's bodily wastes into yourself. For one hour after absorbing this matter, you cast spells with the Acid, Earth and Skatto descriptors at +1 caster level. If the creature touched has 10 or more Hit Dice, you cast these spells at +2 caster level instead. During this spell's duration, your base land speed is reduced by 10 ft if your speed is 30 ft or more, or 5 ft if your base land speed is 20 ft or less.

During this spell's duration, you can cast a single spell with one of these descriptors as Maximized, without raising the spell's level or increasing casting time, but doing so immediately ends this spell's effect. Using this spell against an unwilling target requires a successful Combat Maneuver check to grapple.

BOX OF IMMORTALITY

School abjuration **Level** sorc/wiz 8
Casting Time one hour
Components V, S, M (a lacquer box of impressive quality, worth at least 5,000 GP)
Range touch
Duration permanent (see text)
Saving Throw No (harmless) **Spell Resistance** no (harmless)
You bind a creature's old age and eventual death into a box. When this spell is cast, the target immediately ceases to suffer the physical effects of aging. The warded creature has no maximum age, and within 24 hours of the casting of this spell, his or her physical ability scores are returned

to what they were as a healthy adult. The warded creature gains Fast Healing 1 as a Supernatural ability.

If the box is ever opened or destroyed, the effects of this spell immediately end. The warded creature's Fast Healing is lost, and he ages one year per minute, until his physical age and chronological age again match, which may quickly kill the creature.

The Box of Immortality has Hardness 10 and 40 Hit Points. If opened by any creature other than the warded owner of the box, it requires a DC 18 STR check to pry the lid open. The box's owner can lift the lid easily, as can the owner's spouse or designated heir (if any).

BLACK FIRE WITHIN

School evocation (fire) **Level** magus 3, witch 5
Casting Time one standard action
Components V, S, M (a strip of flesh taken from a charred corpse)
Range personal
Duration one round/ level
Saving Throw None **Spell Resistance** No
Ebony fires erupt within your abdomen when you cast this spell, charring your flesh charcoal black. Lurid red and raw muscle is visible where the flesh has entirely fallen away, and a cloud of smoke, ash and steam swirls in the air around your superheated, dying body.

Each round this spell is active (and notice it cannot be dismissed), you suffer at least 2d6 points of fire damage on your initiative count. This fire damage bypasses any existing fire resistance or immunity. Your body is surrounded by a 5 ft flaming aura; any creature ending their turn in this aura suffers 2d6 fire damage (REF half). The smoke and ash swirling around you grants you concealment.

You gain a breath weapon attack usable every other round. This breath weapon is a 60 ft line that inflicts 5d6 fire damage + 1d6/caster level (max 15d6), with a REF Save for half damage. If you do not use this breath weapon during the round it becomes available, on the next round and all succeeding rounds until you breathe, the damage inflicted by this spell inflicts 4d6 fire damage upon you. However, the damage inflicted by your aura increases to 4d6 fire as well, and your smoke and ash grants you improved concealment.

If you are slain while this spell is effect, or if the damage inflicted by this spell kills you, you explode, inflicting breath weapon damage to all creatures and objects within a 60 ft burst radius (REF half).

BLACK VOMITUS

School necromancy (skatto) **Level** witch 3
Casting Time one standard action
Components V, S
Range personal
Duration 1 round/level (D)
Saving Throw None **Spell Resistance** No
A thick, coiling tendril, like that of a demonic octopus' pushes up your own throat and out from your lips in a spray of blood and vomit. Then, blade-like bone spurs erupt from the tentacle's end with a wet click.

For the spell's duration, you can use the black vomitus' tendril as a new attack form. Initially, the black vomitus tendril functions as a ranged attack with a 30 ft maximum range and no range increment, inflicting 1d6+STR modifier points of slashing damage and 1d6 points of acid damage (20/x2).

Each round you maintain the spell, the black vomitus tendril's maximum range increases by +5 ft, and the tendril inflicts an additional +1 point of slashing damage and +1 point of acid damage on a successful hit. After 3 rounds, the tendril gains the Bleed 1 property. After 10 rounds, and each 5 rounds after that, the tendril gains a +1 enchantment bonus to hit and damage.

You cannot speak, cast spells with verbal components or make any vocal noise while this spell is in effect. Each round this spell is maintained, you suffer 1d6 points of damage, which cannot be prevented by any means.

BLISS PURIFICATION

School evocation (pleasure) **Level** cleric 3, magus 3
Casting Time one swift action
Components V, S
Range close (25 ft + 5 ft/level) medium (100 ft + 10 ft/level) long (400 ft + 40 ft/level)
Duration instant
Saving Throw WILL partial (see text)
Spell Resistance Yes
By overloading a target's heart with love and pleasure, you harm them in the most beautiful way, but also allow them a second chance to be freed from mental compulsions and dark obsessions. The target suffers 3d6 Pleasure damage, which can be halved with a successful WILL Save.

In addition, the target gains a new saving throw to end any ongoing enchantment effect, with a +1 morale bonus on the saving throw per three points of Pleasure damage suffered (maxium +5 bonus).

BOKKEI

School necromancy (lawful)
Level cleric 3, inquisitor 2, paladin 3
Casting Time one standard action
Components V, S, M (tattoo inks worth at least 10 gp/DC 3)
Range close (25 ft + 5 ft/level)
Duration instant
Saving Throw WILL partial (see text)
Spell Resistance Yes
Named for the feudal-era punishment of tattooing criminals, this spell painfully yet instantly tattoos a criminal's convictions into a victim's flesh. Any crimes the subject is convicted of appear on their body in tattoo form on a failed saving throw. These tattoos are intricate, Japanese style images, worn in a style similar to a Yakuza's irezumi, and literally or metaphorically depict the crimes, always in a way their meaning is obvious to an observer. Especially heinous crimes, such as murder or rape appear as tattoos on the subject's forehead and cheeks, beginning with the most recent convictions and moving down the body.

If a saving throw is successful, the character's face, hands and forearms remain un-marked, allowing these tattoos to easily be covered by ordinary clothing. If a subject has never been convicted of a crime, this spell has no effect. The legality or justice of the conviction does not matter, only the legal fact of the conviction- this spell will affect a character that is later acquitted, for example.

BOY'S VITALITY

School conjuration (healing) **Level** alchemist 1, bard 0, druid 0, sorc/wiz 0
Casting Time one standard action
Components V, S, M (a drop of sweat from a preteen male)
Range self or touch
Duration instant
Saving Throw FORT negates (harmless)
Spell Resistance yes (harmless)
This simple tantric spell gives any man the endless reserves of lust and sexual stamina that are the pride of any teenaged boy. Once cast, this spell makes the recipient instantly ready for another sexual encounter.

BREASTMELT

School necromancy **Level** sorc/wiz 3, witch 3
Casting Time one standard action
Components V, S, M (a bead of silicon)
Range close (25 ft + 5 ft/level) medium
Duration concentration + 1 round
Saving Throw FORT negates **Spell Resistance** Yes
The victim's breasts swell grotesquely, and seem to liquefy, with melted and distorted, yet heat-less, flesh oozing down their body. The victim is trapped by their endlessly melting breast tissue.

This spell must be cast on a victim with the Busty Extreme trait, and has no effect of cast on a target without this trait. If the victim has the Mega-Busty beat, she suffers a -2 penalty on her FORT Save against *breastmelt.* A victim who fails their saving throw against this spell is considered *slowed* by the slimy weight of her melting breasts, and all squares adjacent to the victim act if affected by the *grease* spell. The victim may make a new FORT Save each round to end this effect.

BREAST POSSESSION

School necromancy (mind-affecting) **Level** witch 5
Casting Time one swift action
Components V, S, M (a blood ruby, worth 500 gp/ DC 15 carried on the witch's person until the spell is discharged), Busty
Range personal
Duration one hour/level (D)
Saving Throw WILL Negates **Spell Resistance** Yes

Busty witches can use this power to live on even after their original bodies are slain, by stealing another woman's body and transforming her into a big-titted near duplicate of her first self.

If the caster is slain while this spell is active, her soul migrates into the body of an NPC female in the Young Adult age category or younger within 5 miles. If no acceptable target is in the area the witch's soul remains in the region until the spell's duration expires before truly dying. If an acceptable target enters the area, the witch's soul attacks her.

The witch's soul attempts to overwhelm the original soul and possess the body. A successful WILL Save prevents the witch's soul from beginning possession. If other targets are in range, the witch's soul will attempt to possess them, beginning with the nearest target and moving outward gradually.

If the witch successfully possess the victim, her consciousness grows within the victim over 1d4+3 days. During this time, the victim gradually takes on more and more of the witch's mannerisms, and her appearance changes to resemble the witch. On the last day, the victim's breasts become incredibly busty, gaining the Busty Extreme! trait as the witch takes full control. A successful use of *remove curse* cast before the witch's soul takes full control destroys the witch's soul and prevents the possession.

When the transformation is complete, the victim's soul is destroyed and the witch is fully ensconced in her new body. Her statistics and body's new capabilities change to reflect those of her original body. Once the transformation is complete, it cannot be reversed by anything short of *wish* or *miracle,* and then only if the caster succeeds on an opposed level check against the witch. Cosmetic differences distinguish the witch's new body from her original, slain form.

BREAST TALLOW

School evocation (fire)
Level alchemist 5, sorc/wiz 5, witch 5
Casting Time one standard action
Components V, S, Busty
Range Line 10 ft wide by 60 ft long plus 5 ft/2 caster levels
Duration instant
Saving Throw REF half **Spell Resistance** Yes
The caster explodes the burning, sticky fat of her breasts in a single agonizing moment, unleashing a line of flames that equals the breath of most dragons.

All targets within the spell's area of effect suffer 3d6 fire damage plus 1d6 fire damage per two caster levels (REF half, maximum 20d6). Targets who take damage from the Breast Tallow are *slowed* for one round, and suffer half damage on the following round, as the sticky, burning fat clings to them like boiling tar. A character can be doused with water, or roll around as a full round action to smother the flames and prevent this secondary damage. Targets who succeed on the REF Save for half damage are not slowed and do not take secondary damage.

The caster is *exhausted* after casting this spell and cannot use spells with the Busty component again until she next sleeps or rests. Effectively, she burns the fat stored in her breasts to fuel this power.

BREASTS OF THUNDER AND STORM

School evocation (electricity) **Level** druid 6, sorc/wiz 6
Casting Time one standard action
Components V, S, Busty
Range medium (100 ft + 10 ft/level)
Duration one round/level (D)
Saving Throw FORT partial (see text)
Spell Resistance Yes
Your breasts crackle with lightning discharges, and your nipples glow a vibrant, electric blue. During the spell's duration, your breasts insulate you, providing you with Electricity Resistance 10. At caster level 10th this increases to Electricity Resistance 20 and to Electricity Resistance 30 at 15th.

As a ranged attack, you can fire a bolt of lightning that inflicts 1d6 points of electrical damage per caster level (10d6 maximum). If this attack hits, the electrical arc bounces to another target of the caster's choice within 30 ft. If this secondary attack hits, it inflicts half damage.

If the caster can successfully grapple a target, she can expend his spell as a swift action via big breasted electrocution. Doing so unleashes a powerful electrical surge through the grappled target, inflicting 2d6 electrical damage per caster level (20d6 maximum). The target can attempt a FORT Save for half damage.

BREATH OF ECSTASY

School enchantment (compulsion) (mind-affecting)
Level cleric 3
Casting Time 1 stand action
Components V, S, DF
Range close (25 ft + 5 ft/ 2 levels)
Effect one living creature
Duration 1 round/ level
Saving Throw FORT negates **Spell Resistance** yes
When the spell is cast, the target feels a gentle breath across his or her face, inducing a state of pleasure that leaves it *dazed* for one round. In the following rounds, the target takes a -2 penalty on attacks, saving throws, skill and ability checks. Furthermore, a spellcaster targeted by breath of ecstasy is distracted by the pleasure and must make a successful Spellcraft (Concentration) check to cast spells while under its effect.

BRIBE OF RICE AND CUCUMBER

School conjuration (creation) **Level** cleric 2
Casting Time one standard action
Components V, S
Range touch
Duration one hour
Saving Throw WILL Negates (see text)
Spell Resistance Yes (see text)
Often cast by Shinto clerics to appease the gods and monsters of Black Japan, this spell conjures a big bowl of steaming white rice, topped with cool cucumbers, seaweed, squid and other delicacies.

If the bowl is presented as a bribe or gift to any supernatural creature native to either Japan or the Tatakama, the cleric receives a +4 circumstance bonus on Diplomacy and Sense Motive checks against that creature for the next hour. Once created, a bribe of rice and cucumbers itself remains fresh only for an hour.

If a human being eats knowingly the bribe instead, he or she is affected as if by *Bestow Curse*. If the spellcaster herself eats the bribe, she is instead affected as if by *geas/ quest,* following the demands of the creature the bribe was intended for. In either case, the bribe will sustain a single Medium or Large creature for a day.

BUGUKAKE

School conjuration (creation, force) **Level** cleric 3
Casting Time one standard action
Components V, S, M (the tassel from an ancient sword or suit of great armor)
Range touch
Duration one minute/level
Saving Throw None **Spell Resistance** No
Bugukake is an old term for a samurai's weapon rack, and this spell conjures a bamboo frame filled with luminous, moon white weapons of force that function as the old weapons of the samurai caste.

When the *bugukake* is created, it is filled with the following weapons. They can be removed from the weapon rack, and used normally for the spell's duration. When the duration expires, or the weapons are sundered or leave the users hands, they shatter into motes of light.

- Two composite longbows (20 arrows in a quiver each; +2 STR bonus)

- Two short bows (20 arrows each)
- Two katana
- Two wakizashi
- Two nagatana

These weapons function identically to their mundane counterparts, save that they are considered magic weapons for the purpose of overcoming Damage Reduction. The glowing weapons inflict Force damage on a successful hit, not the weapon's normal damage type.

BUNREI

School conjuration (creation) **Level** cleric 9
Casting Time four hours
Components V, S, DF, M (Shinto ceremonial wreaths, items and incense worth at least 5,000 gp/DC 23), racial (Kami)
Range personal
Duration instant
Saving Throw none
Spell Resistance no

Bunrei is a Shinto faith term, which refers to the process by which a local kami is divided into two complete copies to inhabit a new shrine or temple. This difficult spell allows a Kami cleric to do the same in a far more tangible way.

At the end of the spell's casting time, an exact duplicate of the Kami spellcaster appears. This new Kami has the same abilities, alignment, knowledge and personality as the spellcaster, and appears either nude or dressed in a simple kimono or robe. (If cast by a player character Kami, the casting player effectively controls both Kami from this point forward. Eventually, the duplicated Kami might develop a wildy divergent personality and begin acting as an allied NPC.) A particular Kami can only cast this spell once in his or her existence, though a duplicate can also do so at least a year after their own creation by their spell.

BURN THE INK

School necromancy (fire) **Level** inquisitor 4, paladin 4
Casting Time one standard action
Components V, S, M (a sliver of bamboo sharpened into a needle)
Range close (25 ft + 5 ft/level)
Duration instant
Saving Throw WILL Partial (see text)
Spell Resistance Yes

This old magic dates back to the Tokugawa era, when it was used to slay the most infamous of Yakuza rogues.

This spell's target must have extensive tattooing- the Yakuza *irezumi* style is most typical, but any extensive tattooing, including Western styles will allow the wearer

to be targeted. If the target is not extensively tattooed, the spell fails.

The target suffers 1d8 points of Fire damage per four caster levels (maximum 5d8), and his or her tattoos are destroyed completely, leaving only minimal scarring to mark they were ever there. This badly shakes the subject's confidence, leaving them *panicked* for 1 round per four caster levels. A successful WILL Save prevents the tattoos' destruction and negates the *panicked* condition.

BURNING JUSTICE!

School evocation (fire, good)
Level paladin 4, inquisitor 5
Casting Time one standard action
Components V, S, F
Range personal
Duration one round/four levels
Saving Throw None **Spell Resistance** No

A swirling corona of golden flames erupts around you, and your skin, hair and eyes blaze with sunlight and plasma. A surge of energy rushes through you, increasing your boldness and capacity for heroism.

For the spell's duration, you are surrounded with a 5 ft aura of positive energy, which generates +1d4 points of positive energy damage per round (which heals many living creatures). This aura generates bright illumination in a 30 ft radius, which counts as natural sunlight.

For the spell's duration, when making attack rolls against any creature with the evil subtype, you roll 2d20 and take the better of the two rolls. If performing a skill that would directly result in saving an intelligent life (such as a Heal check to stabilize a dying man, or an Acrobatics check to cross a burning room to rescue a trapped victim) you roll 2d20 and take the better of the two rolls.

BUSTY BOUNCE BACK!

School abjuration
Level alchemist 1, bard 1, cleric 1, druid 1, sorc/wiz 1
Casting Time one standard action
Components V, S, Busty
Range close (25 ft + 5 ft/level) medium (100 ft + 10 ft/level) long (400 ft + 40 ft/level)
Duration one minute/level (D)
Saving Throw None **Spell Resistance** No

The caster's gargantuan breasts act like squishy, cute airbags, keeping her out of danger. Anytime during the spell's duration that the caster suffers 4 or more points of Bludgeoning damage she instead takes half damage and is shifted backward (in the opposite direction of the attack) either 5 ft or 10 ft, whichever movement would leave her in the nearest safe, open space. This movement never provokes attacks of opportunity.

BUSTY CHEER!

School enchantment (charm, mind affecting) **Level** bard 4
Casting Time one standard action
Components V, S, Busty
Range 30 ft radius
Duration one round/level (D)
Saving Throw WILL Negates (harmless)
Spell Resistance Yes (harmless)

The spell caster's body is bathed in glittering, iridescent light that accentuates her breasts and her incredible smile. All allies within a 30 ft radius, who can clearly see the caster gain an morale bonus on WILL Saves equal to the caster's CHA modifier (minimum +1 bonus), and become immune to charm effects for the spell's duration. If the allies are under the effect of any charm, they gain a new save to break the effect.

Furthermore, all allies within range gain a different bonus based on their sexual orientation and gender. Futanari and bisexual characters of either gender can choose what benefit they gain from this magic.

- Heterosexual males get so hard they gain Damage Reduction/magic equal to the caster's CHA modifier (minimum DR 1/magic).
- Gay males and heterosexual females get so jealous of the caster that they receive an insight bonus on melee attack rolls equal to the caster's CHA modifier (minimum +1 bonus).
- Gay females get so wet and slippery their base land speed is increased by +20 ft and they gain a +2 dodge bonus to CMD.

BUSTY INJECTION

School transmutation, **Level** alchemist 3
Casting Time one standard action
Components V, S, Busty
Range medium (100 ft + 10 ft/level)
Duration one minute/level (D)
Saving Throw FORT Negates **Spell Resistance** Yes
The alchemist conjures a pair of rather serious looking hypodermics with thick orange gel inside, and wickedly sharp needles. The hypodermics unerringly seek the target's breasts, and jam themselves into her nipples. The process is blisteringly painful, but the recipient's breasts quickly swell to amazing size.

For the spell's duration, the character is considered to have the Busty Extreme! talent, and receives a +2 special natural armor bonus. The spell caster chooses one Busty spell she knows; the recipient can use this spell as a spell-like ability once during the spell's duration. The caster level is equal to your own.

The recipient of this spell is *shaken* for one round by the pain of the injection. This spell has no effect if cast on a male recipient.

BUSTY MILK!

School conjuration (creation)
Level alchemist 1, bard 1, sorc/wiz 1
Casting Time one standard action
Components V, S, Busty
Range 30 ft
Duration 1 round /level
Saving Throw None **Spell Resistance** No
Your fabulous breasts produce gallons upon gallons of sweet, warm milk that nourishes like a five course meal and heals more efficiently than a trauma surgeon. The caster can squirt her milk as a ranged touch attack with a 30 ft maximum range. Those squirted with the milk regain 1d4 HP + 1 point per caster level (maximum 1d4 + 10 HP). A character squirted with the milk gains enough nourishment to sustain it for a day.

A character can only benefit from a single squirt of Busty Milk per day. If the caster squirts the same character with 3 or more squirts of Busty Milk within the same 3 round period, the third squirt acts as *Remove Poison*.

Busty Milk is considered a kind of positive energy, and harms undead. Undead casters with the Busty Extreme! trait can choose to produce either positive energy milk, which works like noted above, or negative energy milk. Negative milk heals undead and harms most living things.

BUSTY PRINCESS

School enchantment (charm, mind-affecting)
Level bard 3, cleric 4
Casting Time one standard action
Components V, S, Busty
Range 30 ft cone
Duration 1 round/level (D)
Saving Throw WILL Negates **Spell Resistance** Yes
Your breasts swell even farther, and glisten like gold. The scent of royal incense drifts from your breasts. All creatures within a 30 ft cone who can clearly see the caster are affected as by *Greater Command*, unless they succeed at a WILL Save.

The caster can give all targets the same command or each creature different commands. The caster can give targets who failed their initial save a new command each round of the effect, as a free action- issuing orders with a mere twitch of the nipple. Rather than giving additional commands each round, the caster can order the target to remain *fascinated* for the duration of the spell.

BUTCHERY SAW

School conjuration (creation)
Level magus 1, sorc/wiz 1, witch 1
Casting Time one standard action
Components V, S
Range medium (100 ft + 10 ft/level)
Duration instant
Saving Throw None **Spell Resistance** Yes
This spell conjures a whirring buzzsaw made of liquid metal with an occult design carved in the center the blade. The buzzsaw leaps from your outstretched fingers to sink into the flesh of a target.

The butchery saw is a ranged attack with a maximum range as listed in the spell's description and no range increment. The butchery saw inflicts 1d8 + primary casting modifier points of slashing damage. Its critical range is 20/x3. The butchery saw receives a +1 enhancement bonus to hit and damage per two caster levels (maximum +5 at 10th level).

CADAVERIC SPASM

School necromancy **Level** sorc/wiz 2, witch 2
Casting Time one standard action
Components V, S, M (an expended shell casing)
Range close (25 ft + 5 ft/level)
Area 20 ft burst
Duration instant
Saving Throw None **Spell Resistance** No
When this spell is cast, a 20 ft burst of black flame briefly (and partially) reanimates all corpses within the radius. Affected corpses each make a single ranged attack with any firearm in or near their hands at a target or targets of the spellcaster's choosing. The attack is made at the highest base attack bonus the corpse would have possessed in life, using the spellcaster's INT modifier to modify the attack roll rather than the corpse's DEX modifier.

CAKE FOR THE HEART

School transmutation (good) **Level** alchemist 2, bard 2
Casting Time one standard action
Components V, S
Range touch
Duration 1 minute/level
Saving Throw FORT negates (harmless)
Spell Resistance Yes (harmless)
Nothing warms a *moe* girl's heart like cake! This spell conjures a fabulous selection of lavishly decorated, stunningly sweet and brilliantly colorful deserts on an assortment of small fine china plates.

The cakes for the heart last for the spell's duration and than wink out in a flash of sparkling light if not consumed prior to that. There are enough cakes for the heart to affect a one creature/two caster levels. Those who eat the cakes, as a full round action, receive a +1 morale bonus on all saving throws for the spell's duration, plus one effect chosen from the following list. These effects last for the spell's duration.

Cherry: +2 morale bonus on FORT Saves versus death effects and negative energy effects
Chocolate: +1 morale bonus on melee attack rolls
Colored Frosting: Acid Resist 5 (green), Cold Resist 5 (blue), Electricity Resist 5 (yellow), Fire Resist 5 (red) Pleasure Resist 5 (pink)
Coffee: +2 morale bonus on Initiative checks
Lime: +2 morale bonus on saving throws against illusion effects
Nuts (various): +2 morale bonus on Drive and Pilot checks
Pomegranate: +2 morale bonus on Perform (sexual) and Perform (dance) checks
Strawberry: +1 morale bonuses on ranged attack rollls

CALL THE AKASHITA WINDS

School conjuration (air, cold, creation) **Level** druid 8
Casting Time one minute
Components V, S, M (the preserved skull of a person born during a previous Akashita wind, now dead of old age or illness, worth at least 500 gp/ DC 15)
Range 5 square miles plus ½ square mile per two caster levels
Duration Akashita Winds last 2d6 hours.

Saving Throw None **Spell Resistance** No
This mighty spell calls a cold wind from the Tatakama into the Earth Realm. The air smells of snow, blossoms and lust and the temperature drops dramatically. A huge area, centered on the spellcaster is affected by an Akashita Wind Storm (see the Black Tokyo Unlimited campaign setting), which lasts for 2d6 hours.

This spell can also be used to disrupt and end an existing Akashita Wind Storm, if it is cast anywhere within the area affected by the mystical storm.

CALL OF THE DEAD

School necromancy (evil)
Level cleric 8, oracle 8, sorc/wiz 9
Casting Time four hours
Components V, S, M (skull of a powerful undead creature and onyx gemstone worth at least 5,000 gp/DC 23)
Range medium (100 ft + 10 ft/level)
Duration 1 hour/ level (D)
Saving Throw none **Spell Resistance** no

A dark, necromantic ritual calls forth the buried dead, emptying entire graveyards and turning the corpses into shambling soldiers in your undead army. You cause all corpses in the area to rise up as skeletons under you command; this spell affects corpses buried underground as well, up to a depth of 10 ft, though such undead take 1d4 minutes to claw their way to the surface. These skeletons may be maid into burning or bleeding skeletons at the time of casting by reducing the spell's duration to 10 minutes/ level.

These undead do not count against you HD limit for the amount of undead you control. These undead must be commanded as a group and cannot be split up to perform multiple tasks. If you are slain, these undead immediately crumble to dust.

CALL OF THE DEAD LEGIONS

School necromancy (evil)
Level cleric 10, oracle 10, sorc/wiz 10
Casting Time eight hours
Components V, S, M (skull of a powerful undead creature and onyx gemstone worth at least 50,000 gp/DC 31)
Range ½ mile radius per level

This spell functions identically to *Call of the Dead*, save that it causes all corpses in an enormous area to rise as skeletons under your command.

CALL THE DIVINE WIND

School transmutation (air) **Level** cleric 8, druid 8
Casting Time one standard action
Components V, S. M (a historic Japanese flag or pendant, often a WWII "Rising Sun" battleflag, worth at least 250 gp /DC 13), Cultural Template (caster must have any one of the following cultural templates: Imperial Family, Nobility, Samurai, Zanryū Nipponhei), DF
Range 1 mile/level
Duration 10 minutes/level
Saving Throw none (see text) **Spell Resistance** No

You summon the legendary *kamikaze* wind that once protected the Japanese home islands from Mongolian invasion. This gale of divine wind has *hurricane force winds,* creating waves 1d4x10 feet high, automatically capsizing and sinking any Large or smaller water crafts. Huge and larger vessels must succeed at a Profession (sailor) check with a DC equal to the spell's save DC or be capsized as well. Large and smaller land and air vehicles are likewise destroyed while Huge and larger vehicles have a 50% chance of being destroyed.

Fragile, especially wooden, structures are automatically destroyed, and studier and more modern buildings have a 25% chance of suffering massive damage. Stone structures are usually safe from destruction, but falling trees and flying debris might damage these structures. Creatures unable to find shelter take 1d10 points of lethal damage every 10 minutes they are exposed to the pelting rain and howling wind and may be checked or blown away by the wind. In addition, they must succeed on a DC 15 CON check every 10 minutes or become *fatigued* (or *exhausted*, if already *fatigued*).

Historic Japanese landmarks as well as structures related to the Japanese Imperial Family as well as police and governmental offices are not harmed directly by the spell. Creatures with the Imperial Family cultural template are not affected by the winds generated by this spell, not harmed by the wind nor the rain, and are never checked or blown away by the winds.

CALL POWERED ARMOR

School conjuration (creation, metal) **Level** sorc/wiz 5
Casting Time one standard action
Components V, S, M (circuits or ablative armor chips from a suit of military powered armor)
Range personal or touch
Duration one round/level (D)
Saving Throw None (harmless) **Spell Resistance** No (harmless)
You call an advanced suit of powered armor into being around yourself or a touched creature. The armor begins as glowing lines of force, like a schematic of light around the recipient, which quickly solidifies into aerodynamic steel and polymer.

You summon a suit of Grade I Powered Armor around yourself or a willing creature that you are touching when the spell is cast. The recipient is considered proficient in this armor.

At 15th level, you may summon a suit of Grade II Powered Armor instead.

CALL POWERED ARMOR, GREATER

School conjuration (creation, metal) **Level** sorc/wiz 7
This spell functions identically to *Call Powered Armor*, save that you summon a set of Grade III Powered Armor. Alternatively, you may summon a suit of Grade II Powered Armor with a flight speed equal to twice the wearer's base land speed and average maneuverability.

CALL POWERED INFANTRY

School conjuration (creation, metal) **Level** sorc/wiz 9
Range medium (100 ft + 10 ft/level)
This spell functions identically to *Call Powered Armor,* save that you summon one suit of Grade I Powered Armor around a willing ally per two caster levels, no two of which may be more than 30 ft apart.

CALL CLOUDFIRE MECHA

School conjuration (creation, metal) **Level** sorc/wiz 8
This spell functions as *Call Powered Armor*, save that you summon a single Cloudfire Mecha (Battlechangers: Iornworks or Black Bestiary II) either around yourself or around a willing creature that you are touching when this spell is cast. You choose which mode the Cloudfire arrives in. If you are in an area large enough to accommodate the Cloudfire it appears around you; otherwise, it appears with cockpit open and ready in the nearest open space that can accommodate a creature its' size.

GM Note: If you are using other Mecha in your campaign of roughly equivalent power level to the Cloudfire, you can use this spell as a template to create a spell that summons those other varieties of Mecha. Each iteration of this spell only summons a single type of Mecha; a 9th level variant would offer a choice between several different types of Mecha.

CANNIBAL FEAST

School transmutation (evil) **Level** cleric 5, druid 5, witch 5
Casting Time one minute
Components V, S, DF/M (rare spices and sake worth at least 100 gp)
Range touch
Duration 1 hour/four caster levels
Saving Throw FORT negates (object)
Spell Resistance No (object)
When this spell is cast, mystical flames sear the body of a recently slain sentient creature; odors that are both disturbing and delightful fill the air. This spell can only affect creatures with an INT score of 3+; when this spell is cast, it enchants the corpse or carcass, making it safe for any creature to eat regardless of its previous qualities. Those eating the flesh of the prepared corpse gain some of its powers.

For the duration of the spell the diner (s) receive the following benefits.

- A +1 enhancement bonus to their STR score for each point above 20 of the corpse's STR score
- Two (2) temporary HP per Hit Die of the corpse
- The ability to use any Extraordinary abilities, subject to the same limitations (if any) of the corpse for the duration of the spell
- A natural armor bonus equal to the corpse's, if any.

Up to four diners can share a corpse of Medium size or smaller, with two additional diners fed for each size category past Medium of the corpse. The corpse used in this spell cannot be *raised* from the dead. It must be returned to life by *resurrection* or more powerful magic.

CANNIBAL PROCESSING

School necromancy
Level cleric 3, druid 3, ranger 1, witch 3
Casting Time one minute
Components V, S, F (one sealable plastic bag or similar container per 5 lbs of carcass to be processed)
Range touch
Duration instant
Saving Throw None (object) **Spell Resistance** No

This spell processes the fresh corpse of an Animal, Dragon, Fey, Humanoid, Magical Beast or Monstrous Humanoid into expertly packaged and attractively butchered cuts of cannibal feast. The packaging used as the spell's material component becomes an 'ingredients list' of a sort, detailing the butchered creature's name, date and cause of death, as well as their race, ethnicity, body fat content and other bizarrely fetishistic details of their meat.

A corpse processed into rations with this spell cannot be returned to life by spells such as *raise dead*. *True Resurrection* or greater magic must be used instead. The resulting rations are edible and healthy for a member of the caster's species, and consuming these rations is not considered an evil act. Once created the rations remain fresh for 2d4 weeks if kept in their containers before beginning to spoil normally.

CARNAL PARASITISM

School transmutation **Level** alchemist 2
Casting Time 1 standard action
Components V, S, M (a tiny vial with the mingled blood or sexual fluids of two lovers)
Range touch
Duration 1 hour / level
Saving Throw WILL Negates (harmless)
Spell Resistance Yes (harmless)

When this spell is cast, you touch two creatures (you can be either of these creatures), designating one to be the 'giver' and one the 'taker'. The two creatures begin a sex act, as lusty and intimate as they can make it.

As the sexual encounter progresses, the giver's body shrinks and withers, losing muscle mass and physique, while the taker becomes massive and hyper muscular.

The giver suffers enough temporary STR and CON damage to reduce him or her to scores of 10 in both attributes. Lost points are recovered as normal for temporary ability damage. The dramatic physical changes associated with this spell fade as the ability score damage is recovered.

The taker receives an enhancement bonus to his or her STR and CON scores equal to the ability score damage suffered by the giver. This enhancement fades at the end of the spell's duration, as do the physical changes, and otherwise functions identically to *Bull's Strength* or *Bears Endurance*.

This spell will not function if the giver is under any form of compulsion.

CARNIVOROUS BREASTS

School transmutation **Level** druid 5, witch 5
Casting Time one standard action
Components V, S, Busty
Range close (25 ft + 5 ft/level) medium (100 ft + 10 ft/level) long (400 ft + 40 ft/level)
Duration one minute/level (D)
Saving Throw None **Spell Resistance** No
Your chest and abdomen undergo a terrifying transformation, becoming a fanged, gaping maw. Your breasts morph into horrible, crab-like feeding mandibles that shove victims into your toothy maw.

For the duration of the spell, you gain a +10 enchantment bonus to your CMB when grappling, and your crab-like nipple mandibles allow you to begin a grapple from 10 ft away. You gain the Swallow Whole quality.

Your maw has Hit Points equal to your caster level, for determining the damage needed to cut free, and has AC equal to 10 + your CHA modifier. Each round your maw inflicts 1d6 slashing damage plus 1d6 acid damage per 4 caster levels (max 5d6 acid) on creatures it has swallowed. You may attempt to Swallow Whole any creature of Size Medium or smaller. Creatures swallowed appear prone and adjacent to you when the spell's duration ends, if they are still alive.

CARRION CROWS

School conjuration (calling) **Level** druid 4, witch 4
Casting Time one standard action
Components V, S, M (feathers from a crow, raven or other carrion bird)
Range medium (100 ft + 10 ft/level)
Duration concentration + 2 rounds
Saving Throw None **Spell Resistance** No
When you cast this spell, the air goes autumnal, and a vast swarm of eerily silent crows encircle you before flying forward to attack your enemies. This spell functions much like *summon swarm*, save that it summons a swarm of carrion crows. Use the statistics for a *bat swarm* but remove the swarm's *blindsight* racial trait.

The carrion crow swarm attacks undead creatures in preference to all other targets, and their swarm damage is considered to have the *Undead-Bane* magic weapon property.

CASCADE OF ABORTION

School necromancy (death, evil) **Level** witch 5
Casting Time one standard action
Components V, S, M (fetal tissue, preserved in alcohol)
Range 30 ft cone
Duration instant
Saving Throw FORT partial (see text)
Spell Resistance yes
The witch stretches out jagged, broken fingernails and a wave of black light, stinking slime, like clotted blood and tendrils of fiery darkness lash out in a 30 ft cone. All living, pregnant creatures must succeed at a FORT save or immediately under go a horrible, bloody miscarriage, suffering 5d6 + 1/caster level profane damage in the process. A successful FORT Save prevents the miscarriage and halves the damage inflicted. Males and non-pregnant creatures are not affected by this spell.

Ubume within the spell's area of effect must succeed at a FORT Save or immediately be destroyed. Even on a successful save, Ubume suffer 5d6 +1/caster level profane damage, which may destroy them anyway.

Special: In Otherverse America, Neverborn are affected identically to Ubume. Other undead creatures might be affected similarly, at the gamemaster's option.

CASCADE OF RUPTURE

School evocation (acid, skatto) **Level** druid 9, witch 9
Casting Time one standard action
Components V, S, M/DF (broken shards from a ceramic or clay chamber pot)
Range medium (100 ft + 10 ft/level)
Duration instant
Saving Throw FORT negates (see text)
Spell Resistance yes

When you cast this spell, you may create an initial 30 ft burst anywhere within the spell's range. All targets within this burst are affected by Cascade of Rupture if they fail a FORT Save. Any creature within 30 ft of a target slain by Cascade of Rupture must also made a FORT Save or resist the spell; if they are slain in turn, they further increase the spell's area of effect.

Targets who fail their save against Cascade of Rupture suffer 1d2 points of temporary CON damage per caster level (maximum 20d2). If slain by this damage, their bodies explode, inflicting 5d6 points of acid damage on all adjacent creatures and objects (REF half). *Raise dead* cannot restore a creature slain by *cascade of rupture* to life, as their intestines and viscera are so cataclysmically mangled by the spell; *resurrection* or more powerful magic must be used instead.

Creatures immune to acid, poison or CON damage (or who do not have CON scores) are immune to this spell, as are creatures that do not eat, or who have unusual metabolisms.

CATGIRL OVERLOAD

School conjuration (calling)
Level bard 6, cleric 6, sorc/wiz 6, summoner 5, witch 6
Casting Time one full round action
Components V, S, M (a rather ecchi catgirl magazine, worth 20 gp/DC 4)
Range close (25 ft + 5 ft/level)
Duration one round/level
Saving Throw None **Spell Resistance** No

Need more catgirls in your life? Instantly? Like a delivery of rambunctious half-felines from heaven, which appear with a chiming of collar bells and a chorus of pleasant meows?

Then cast *catgirl overload*, stand back and watch the chaos.

Catgirl overload functions identically to *summon monster* or *summon nature's ally*. When you cast this spell, you can summon up to 2 units worth of catgirls, which are built using the various Nekomusume statblocks found in *Black Bestiary I* and *Black Bestiary II.* The units you may choose from include. The GM may also substitute Nekomusume NPCs of similar power levels if they don't have one or more of these sourcebooks.

- ***Unit A:*** 1 Assault Witch Strike Kitten (variant creature – BB2)
- ***Unit B:*** 1 Smilodon Risk Catgirl (BB2)
- ***Unit C:*** 1d2 Pettanko Kittens (BB2)
- ***Unit D:*** 1d4+1 Feral Nekomusume (BB1)
- ***Unit E:*** 1d6+2 Free Nekos (BB2)

Special: If cast by a Nekomsume or other feline Anthro, the caster may summon up to 3 units worth of catgirls, rather than 2.

CATGIRL'S AGILITY

School transmutation
Level bard 1, druid 1, magus 1, ranger 1
Casting Time one immediate action
Components V, S, Racial (Nekomusume or other feline creature)
Range personal
Duration instant
Saving Throw none (harmless) **Spell Resistance** no

Catgirls need to be light on their feet and ready to leap to safety at a second's notice, considering how many deadly horrors out there in the Tokyo night want to eat them.

You may cast this spell as an immediate action to gain a +2d4 luck bonus on a single REF Save or Acrobatics check. You may choose to cast this spell after the result of the save or check is known, retroactively turning a failure into a success if the bonus is great enough.

CATNIP, ROSES AND CANDIES

School conjuration (creation, healing) **Level** alchemist 5
Casting Time one standard action
Components V, S, M (a tin of gourmet wet cat food, worth 5 gp/DC 2), racial (caster must be a Nekomusume or feline Anthro)
Range close (25 ft + 5 ft/level)
Duration one minute/level (D)
Saving Throw FORT negates (harmless) **Spell Resistance** No (harmless)

This spell conjures multiple floating dishes of delicious kitty treats, fruit slices and candies, floating stacked one atop the other, amid a bubbling fountain of cold milk. While ordinary creatures can eat and derive nutrition from the floating buffet, they receive no special benefit from doing so. Only Nekomusume and feline Anthros receive the spell's benefit.

All Nekomusume and feline Anthros that consume the mystical buffet (which requires a full round action) gain enough nourishment to sustain them for 1d3 days. In addition, each round spent consuming the mystical buffet allows the Nekomusume to regain Hit Points as if she had rested a night, and make a new FORT save to overcome any poison or disease she is suffering from. When the Nekomusume finishes eating, the full-bellied lethargy of the feast leaves her *slowed* for 1d3 hours.

A Nekomusume can only benefit from this spell once per 24 hour period. At the end of the spell's duration, the conjured food simply vanishes.

CAT'S ANSIBLE

School divination **Level** sorc/wiz 3
Casting Time one standard action
Components V, S, F (a living housecat or similar animal)
Range touch
Duration 1 minute/level (D)
Saving Throw None **Spell Resistance** No

This strange spell briefly transforms an ordinary housecat into a faster-than-light voice communications device called an *ansible,* which offers real-time communication across galactic distances. For the spell's duration, the cat used as the spell's focus enters a lethargic slumber, occasionally twitching or moving as the communication takes place. The spellcaster must remain in physical contact with the cat, usually stroking or petting it, for the entire length of the spell. If contact is broken, the spell ends.

Communication via the cat's anisble is purely verbal. The spellcaster can speak normally, and 'hears' the reply mentally, though no actual sounds are made. The spellcaster can designate any existing FTL communications system or ansible receiver known and transmit to that receiver, choose to transmit on a particular frequency or communications band, or designate a particular receiver by name or location. If the intended recipient is within 60 ft of any housecat or similar animal, it will walk to the recipient and become the distant focus for this spell, allowing two way communication. Distance is irrelevant, as long as the intended receiver is on the same plane.

CHOICE BETWEEN DANGERS

School conjuration (teleportation)
Level sorc/wiz 5, summoner 4
Casting Time one swift action
Components V, S, situation (can only be cast in active combat)
Range medium (100 ft + 10 ft/level)
Duration instant
Saving Throw None (see text) **Spell Resistance** No
This spell is a last resort. When the spell is cast, the spellcaster and all allies within range are teleported across planes, fleeing one losing battle only to face another on the far side of the dimensional gulf.

This spell only functions in the Earth Realm or in the Tatakama, and has no effect if cast elsewhere. This spell can only be cast during a battle or when facing some immediate hazard. When this spell is cast, it teleports the party either to a randomly chosen spot in the Tatakama (if in the Earth Realm) or to a randomly chosen location in Black Japan, if currently anywhere in the Tatakama.

The spot chosen is extremely hazardous; 1d6+1 rounds after arrival, the party will be attacked or fall victim to a local hazard by opposition with equal Challenge Rating to the threat the party is fleeing from. Though the same CR, the new danger will not be the same as the danger the party just fled from (for example, a party fleeing a CR 7 horde of undead might encounter a tribe of oni with a total CR 7 at their destination).

This spell has no saving throw, because if all allies within range are not willing to be transported the spell fails. Unconscious or dying characters are always considered willing to be transported.

CLEAVAGE BUST-OUT!

School transmutation (chaotic) **Level** bard 2
Casting Time one standard action
Components V, S
Effect 30 ft spherical radius
Range medium (100 ft + 10 ft/level)
Duration instant
Saving Throw WILL negates **Spell Resistance** Yes
When you cast this spell, you toss a ball of screaming pink light that temporarily swells the targets' already impressive breasts to truly cartoonish proportions, popping them right out of their clothes.

All targets within the spell's area of effect who have the Busty Extreme trait and fail their saving throw have most Impromptu, Light or Medium armor removed, as well as any magic items in the body slot that cover the breasts undonned. Undonned items appear adjacent to the character. Heavy armor is unaffected, as is any armor with the Space Suit property.

This spell cannot remove armor or magic items that could not ordinarily be removed by the wearer, such as cursed items.

CREATION ACADEMY

School conjuration **Level** wizard 10
Casting Time one minute
Components V, S, F (a library of rare schoolbooks and non-fiction tomes collectively worth 100,000 gp that becomes the core collection of the school's library)
Range medium (100 ft + 10 ft/level)
Duration instant
Saving Throw None **Spell Resistance** No
Only the greatest wizards can establish sholarly academies where they can pass on their mystic knowledge, and the most powerful of them can do so in an instant. When this spell is cast, the caster conjures a single doorway, which can be any bordered opening, such as the doorway of any home or business, a stone arch, torii gate, or other entryway. From this point on, the doorway becomes an opening to an extra-dimensional space that forms the creation academy.

The creation academy is a huge school, resembling a private university or high school, built in whatever architectural style the caster desires, including fantastical architecture not normally possible on Earth-like worlds, such as floating towers and the like. This private demi plane extends to cover several square miles of Earth-normal or somewhat unusual though human-habitable territory and grounds, with the creation academy at its center. The academy itself is a huge mansion-like structure with several hundred rooms and multiple stories. It has all the mundane architectural features and mundane furnishings the caster desires.

The creation academy becomes a place of learning and the creator is considered its headmaster or mistress. The caster can pass this privilege to another creature he designates, who then becomes the controller of the spell. The spell's controller can permit or forbid access to the extra-dimensional space and can designate an entrant as a *student.*

A student of the creation academy who completes a set term (usually 1-2 years) as a student and meets the requirements (which can mean anything from passing grades to tuitions paid to the creator, to sexual or other service to the creator the teachers designate) becomes a first level wizard with the following bonus feats:

- Skill Focus (a skill designated by the spell's creator that he or she must have 10+ ranks in)
- Spell Focus (a school designated by the spell's creator who he or she must have Spell Focus in)

The headmaster/mistress determines what spells first level wizards learn, and this spell provides spellbooks for newly created wizards and familiars or bonded objects as desired. If the spell's creator is a specialized wizard, the student becomes a specialized wizard of that type. Additional terms of enrollment provide the character enough to gain enough experience to gain an additional wizard level; a student can gain a maximum of three wizard levels through tutelage in the creation academy. The headmaster/mistress can permanently remove a student from the creation academy at any time; once removed, a student cannot be re-reenrolled.

CRISIS UPGRADE

School transmutation (electricity, metal) **Level** sorc/wiz 6
Casting Time one standard action
Components V, S, F (suit of powered armor, grade I or better)
Range touch
Duration one hour/level
Saving Throw FORT negates (harmless) **Spell Resistance** Yes (harmless)
Simply by touching a suit of powered armor, you dramatically increase its technology level, radically upgrading the machine. The armor's hull takes a gleaming, metallic hue reflective of the wearer's personality.
With each casting of this spell, you may make a single upgrade to the affected powered armor.

- Upgrade its Grade (from Grade II to Grade III, for example)
- Add a Flight speed of 300 ft (average)
- Upgrade an existing Flight speed by +100 ft and one maneuverability category
- Increase the powered armor's AC bonus to +12 and decrease arcane spell failure chance to 20%
- Upgrade the suit's sensor suite to grant Blindsense 500 ft, Darkvision 500 ft, and upgrade its onboard computer to +5

This spell will enhance temporary or magically conjured powered armor, such as those created with the various *call powered armor* spells.

CLUTCHES OF THE TOILET

School transmutation (skatto) **Level** alchemist 3, sorc/wiz 3
Casting Time one standard action
Components V, S, M (metal rings and washers from a toilet)
Range medium (100 ft + 10 ft/level)
Duration 1 round/level (see text)
Saving Throw REF negates **Spell Resistance** No
This spell causes any nearby toilet or plumbing fixtures to erupt from the walls and floor, transforming into grasping tendrils that ensnare the target and hold them immobile. Pipes and rubber tubing snake into the target's urethra and into their anus, anxious for a taste of their bodily wastes.

A target who fails their initial REF Save is ensnared by the porcelain and copper tendrils. The target is considered helpless, but the pipe-tendrils provide the target with improved cover and a +4 bonus to AC. The porcelain tendrils have Hardness 10 and 30 Hit Points. The target cannot attempt combat maneuvers to free themselves, nor make STR checks or Escape Artist checks to escape the clutches of the toilet, due to the tightness of the mystical bonds.

The trapped target may urinate and defecate to end the clutch of the toilet. Doing so is a move-equivalent action; the target drops prone and is considered *nauseated* for one round.

COCK LIKE A PISTON

School transmutation **Level** alchemist 2, sorc/wiz 2
Casting Time one standard action
Components V, S, Focus (the vehicle to be piloted), Gender: Male spellcasters only
Range Touch
Duration 1 minute/level (D)
Saving Throw None (harmless) **Spell Resistance** No
This motor-magik is common among Yakuza and bosozuku street mages, who use it to make the phrase 'crotch rocket' literal. When this spell is cast, a male driver and his vehicle become one entity- the recipient's penis becomes a thing of thrusting iron and fire, plunging directly into the almost-vaginal confines of the vehicle's engine compartment. The act of driving the vehicle is intensely pleasurable, and the driver has phenomenal control over his vehicle.

While the spell is in effect, the enchanted vehicle can turn as easily as a character can; its Turn Number/Turning Radius is effectively set to zero squares. The enchanted vehicle does not suffer a Drive penalty based upon speed.

COMBAT MATHEMATICS

School divination (law)
Level alchemist 2, magus 2, sorc/wiz 2
Casting Time one standard action
Components V
Range personal
Duration 1 round / three levels
Saving Throw None (harmless)
Spell Resistance No (harmless)
When this spell is cast, the spellcaster's eyes and hands glow with intense silvery light, and holographic equations and advanced calculations of velocity appear around their hands as they throw punches.

For the spell's duration, when making any melee attack roll, instead of rolling an attack roll, the caster instead makes a Knowledge (physical sciences) check and applies the results as her attack roll.

Comfortable Act

School transmutation **Level** alchemist 1, sorc/wiz 0
Casting Time one standard action
Components V, S
Range touch
Duration one day
Saving Throw None (harmless) **Spell Resistance** No (harmless)
This simple, lustful spell is a favorite of perverse adventurers and xenophiles. The spellcaster joins hands with the subject (s) of this spell; multiple creatures, as many as one per caster level, can join hands to all share the benefit of this spell. For the spell's duration, those affected can comfortably enjoy sexual intercourse together, regardless of the creature's size or any quirks of anatomy.

CONJOIN FLESH

School transmutation (polymorph) **Level** witch 7
Casting Time one standard action
Components V, S, M (flesh taken from a conjoined twin)
Range close (25 ft + 5 ft/level)
Duration permanent
Saving Throw REF negates (see text)
Spell Resistance Yes
This spell blends the flesh of two adjacent creatures into a screaming, agonized gestalt- a horrible conjoined twin. This spell targets two creatures of size Large or smaller, who must be within one size category of each other; the targets must either be adjacent or actually touching at the moment the spell is cast.

Targets fused together by this spell share the same space, and may not move away from each other. Their land speed is reduced to 5 ft (10 ft for large creatures), and they lose any extraordinary movement modes. Conjoined creatures are considered flatfooted and always denied their DEX bonus to Armor Class. Both conjoined creatures use the better natural armor bonus of the pair, as their flesh merges and thickens. Clothing and armor worn drops away from the conjoined creature and becomes useless. The deformities caused by the conjoining impose a -6 penalty on attack rolls, REF saving throws, and STR, CON and DEX keyed skill checks or ability checks.

Any diseases or spell effects afflicting one target afflicts both targets, and the newly afflicted target receives no saving throw against the effect. Beneficial transmutation effects affecting one target end when conjoined flesh is cast successfully. Each round, the conjoined creatures may take only a single move and standard action, as if it were one creature. If the conjoined creatures cannot agree, each makes a WILL Save; the creature with the higher WILL Save result is able to control the creature's actions that round.

Conjoined creatures may attempt a DC 30 Strength check to rip themselves free of the conjoining. Doing so is a full round action that inflicts 2d6 points of temporary CON and CHA damage to both creatures on a success or one point each of temporary CON and CHA damage to each creature on a failed attempt. It is possible to surgically separate conjoined creatures; doing so requires a Heal check with a DC equal to 10 + the spell's caster level and requires 2d6 hours work. The surgery inflicts 1d8 points of permanent CON and CHA drain on a success and half that amount on a failed attempt, which leaves the victims conjoined.

If either target succeeds on a REF save, they leap clear of each other before their flesh fully fuses, and both targets instead merely take 1d8 points of temporary CON and CHA damage, as large sections of their skins are flayed from their bodies.

CORPSE DELIVERY

School necromancy **Level** cleric 2, sorc/wiz 2
Casting Time one minute
Components V, S, M (a special scented candle that stinks of putrefaction, 30 gp/DC 5)
Range close (25 ft + 5 ft/level) medium (100 ft + 10 ft/level) long (400 ft + 40 ft/level)
Duration instant
Saving Throw None **Spell Resistance** No
Necrophiliacs and flesh-carvers use this spell to summon raw materials for their experiments or lusts.

When the spell is cast, the caster specifies the age, gender, race and species of the corpse desired. This spell can only conjure a corpse of one of the acceptable player races of the Black Tokyo campaign setting. While the candle burns, an intact, specified corpse 1d4 days old and fairly well preserved by cool conditions appears on the ground beside the caster, near the candle. The corpse appears nude, in a gigantic and durable cardboard tray and covered in shrink wrap, displayed like a cut of meat. Stickers written in Japanese list the corpse's name, age and cause of death.

If there is an appropriate corpse of the kind desired within a 50 mile radius, the spell brings it to the caster. If not, the spell brings a corpse from another world, somewhere in the infinite branches of the Great Tree.

CORPSE TOY

School necromancy (evil) **Level** sorc/wiz 4
Casting Time one minute
Components V, S, M (500 gp/ DC 15 worth of necromantic oils and obsidian)
Range touch
Duration instant

Saving Throw WILL Negates
Spell Resistance Yes
This spell perverts a recently slain corpse, shriveling the carcass and transmuting it into some form of sex toy- an ona-hole, dildo, or other device. The object is composed of something that's not quite plastic and not quite flesh, that feels almost like warm skin, and is the same shade as the victim's own flesh in life.

Whatever the appearance of the corpse toy, it is a Tiny or Small object with 10 HP and Hardness 2. While the corpse toy exists, the slain creature cannot be raised or resurrected, nor will abilities such as *speak with dead* affect it.

CORRUPTING TENTACLES

School enchantment (compulsion, mind-affecting, chaotic)
Level sorc/wiz 5
Casting Time one standard action
Components V, S, M (hallucinogenic mushrooms or roots)
Range medium (100 ft plus 10 ft/level)
Effect all creatures in a 15 ft radius
Duration 1 minute/level
Saving Throw WILL Negates **Spell Resistance** Yes
The spell conjures a squirming mass of incorporeal purple tentacles which appear to writhe around everything within the area of effect. The tentacles remain for 1 minute per level of the caster. Those within the area of effect must make a WILL Save each round they are within it or suffer from temporary physical mutation and/or insanity. All physical mutations caused by the spell (and their benefits and penalties) disappear when the victim leaves the area of effect or when the spell ends.

Insane victims act randomly each round, even if they somehow leave the area, as indicated on the facing page:

1D10 MUTATION/INSANITY EFFECT

- 1-2 Run from the mass of tentacles for 1d4 rounds
- 3-4 Sprout two 5ft. long, feebly waving tentacles from neck or shoulder (no effect other than visual), and Despair for 1 round as the *crushing despair* spell
- 5 Skin wrinkles and withers, and suffer *fatigue* for 1d4 rounds
- 6 Sprout extra eyes all over body (gain All-Around Sight) and take no actions for 1 round
- 7 Sprout an extra arm/leg* (gain +1 on CMD) and attack the nearest creature (friend or foe) for 1 round.

    *If wearing medium or heavy armor, the extra limb magically grows through the armor without damaging it.
- 8 Sprout an extra eye (gain +1 on visual Perception checks) and laugh uncontrollably for one round, as the *hideous laughter* spell
- 9 Attack self for 1 round
- 10 Sprout horns* (gain natural gore attack for 1d4 damage), become enraged (as the rage spell) and attack the nearest creature (friend or foe) for 3 rounds, but still suffer *fatigue* for three rounds after.

    *If wearing a helm, the horns magically grow through the helm without damaging it.

COSPLAYERS ARMORY

School transmutation **Level** magus 5, sorc/wiz 5
Casting Time one standard action
Components V, S, cultural template (caster must be an otaku)
Range touch
Duration 1 round/level
Saving Throw FORT negates (harmless, object)
Spell Resistance no (harmless, object)
By touching them with glowing fingertips, you transform cosplayer costuming and prop weapons into real magical gear. By touching a creature wearing cosplay armor and/or carrying prop/boffer melee weapons, you transform those props into +1 magical equivalents. Weapons created by this spell gain the statistical properties of the mundane weapon they most closely resemble as does armor.

The armor created by this spell is considered +1 armor of the designated type, and gains all properties of the armor, including armor check penalties and spell failure chance. This spell grants no particular proficiency with created weapons or armor, and may only conjure melee weapons; ranged weapons are not created from prop guns or blasters. This spell ends if the conjured weapons or armor are destroyed (returning to similarly broken props) or if they are out of contact with the spell's recipient for more than one full round.

COSPLAYERS ARMORY, MASS

School transmutation **Level** sorc/wiz 8
Range close (25 ft plus 5 ft/ 2 levels)
Targets one creature/level, no two of which can be more than 30 ft apart.
This spell functions identically to *Cosplayer's Armory,* except that it affects multiple creatures.

CRAMPING BOWELS

School transmutation (skatto)
Level alchemist 2, druid 2, witch 2
Casting Time one standard action
Components V, S
Range medium (100 ft + 10 ft/level)
Duration 1 round/level
Saving Throw FORT negates **Spell Resistance** yes
Black, slimy light spills from your mouth and ensnares your target, before rushing into their guts like black lightning. The target suffers intense and painful intestinal cramps that reduce their base land speed by 10 ft (or 5 ft if their base landspeed is 20 ft or less); if the creature has a climb, flight or swim speed it is similarly reduced.

Each round of the spell, if the target takes a double move action or makes an Acrobatics, Fly or Swim check (which all imply violent motion), the target suffers 1d6 non-lethal damage. The target may defecate or vomit as a full round action to end the effect.
student.

CRUCIFIXION

School necromancy (evil) **Level** cleric 6
Casting Time C, S, DF
Components 1 standard action
Range close (25 ft plus 5 ft/ 2 levels)
Duration 1 round/level (D)
Saving Throw REF Negates **Spell Resistance** Yes
When this spell is cast, jagged spikes of wood or metal burst from the earth, impaling the screaming victim and rushing them 1d4 x 10 ft off the ground. The thorns dig into the wrists and feet of the unfortunate victim, stretching them into a agonizing cruciform pose. Each round of the spell, the victim suffers 1d2 points of temporary CON damage, as the jagged cross sucks the life from them. When the spell ends, the target drops to the ground, and is considered both *prone* and *exhausted*. If the Crucifixion is dispelled, the target falls the distance and takes damage normally.

CRUCIFIXION, MASS

School necromancy (evil) **Level** cleric 9
This spell functions identically to *Crucifixion*, except it affects one victim per level, no two of which can be more than 30 ft apart.

CUSTOM MOD

School transmutation **Level** alchemist 2, sorc/wiz 2
Casting Time one minute
Components V, S, F (a mechanical or electronic tool kit)
Range touch
Duration instant
Saving Throw FORT negates (harmless, object) **Spell Resistance** No (harmless, object)
This spell allows you to customize a touched item or device of size Medium or smaller, to your personal use. When this spell is cast, you decide what modification you wish to make to the object, which can be any virtually anything, such as a handgun, laptop computer, skill kit, electronic device, even a favorite toy. This spell instantly performs the chosen modification to the object without the need for a skill check.

When this spell is cast you can do any of the following. At 10th caster level, you can perform two functions with a single casting of the spell.

- Purely cosmetic modifications to the device (change color, modify the case,ect)
- Add the Masterwork quality
- Add a single gadget to the device (such as a silencer or the Compact gadget, ect)
- Change the power source to allow the device to run on Spell Points (1 spell point per 2 hours runtime)
- Change the item's composition from metals to non-ferrous polymers to allow the item to pass through metal detectors
- Any other modification the GM will allow.

If the item to be modified has been affected by this spell within the previous year, this spell automatically fails.

CYBERGASM

School evocation (pleasure) **Level** magus 4, sorc/wiz 5
Casting Time one standard action
Components V, S
Range close (25 ft + 5 ft/level)
Duration instant
Saving Throw WILL Negates **Spell Resistance** Yes
This spell overloads the sensory circuits of living machine with pleasurable energy surges and orgasm-viruses. The targeted machine is lit by sparking golden flames that play across their hull as they spasm and scream.

Cybergasm can only affect creatures of the Construct type or with the Android, Battlechanger*, Cyborg*, Half-Construct, Mecha*, POETICA*, or Robot subtypes (or any similar subtype), and this spell has full effect on targets normally immune to Pleasure damage, assuming it can penetrate their spell resistance. A general immunity to magic provides no specific protection against this spell.

The target suffers 1d8 points of Pleasure damage per caster level (maximum 20d8).
**starred subtypes are unique to Otherverse Games' campaign settings*

DEADLY PLEASURES

School evocation (Pleasure)
Level magus 4, sorc/wiz 4, witch 4
Casting Time 1 standard action
Components V, S
Range medium (100 ft plus 10 ft / level)
Duration 1 round / 2 levels (see text)
Saving Throw WILL Partial (Pleasure damage rules, see text) **Spell Resistance** Yes
You tempt your victim with a cascading rush of pleasure, that increases by the second until their entire nervous system collapses from sensory overload.

On the first round of the spell, the victim suffers 1d4 points of Pleasure damage; if the damage roll is a 3-4, on the next round, the victim suffers 1d6 points of Pleasure damage. On each succeeding round of the spell, the victim suffers a larger die of Pleasure damage if the previous round's damage dice result was in the higher half of the die. If the previous round's damage dice was in the lower half of the die, the next round's die size decreases by one step. If the target successfully saves against Pleasure damage, the effects of the spell end.

Deadly Pleasures' dice progress in the following order. Dice size cannot be smaller than D4 nor larger than D20. Dice progression: D4, D6, D8, D10, D12, D20.

DEATH ANEW

School necromancy **Level** cleric 4
Casting Time one standard action
Components V, S, DF/M (a morbid holy symbol or fetish worth at least 10 GP)
Range touch
Duration 3 round
Saving Throw None **Spell Resistance** No
This spell rips a soul from the heavens or from the depths of the Black Else, and binds it to its corpse, forcing it to undergo all the agony of its death all over again. This spell can be cast on any corpse, no matter how long ago it perished, so long as some portion of its physical body remains intact. This spell returns the corpse to the condition

it had within the last 3 rounds before its demise, and the corpse then reenacts the last moments of its life exactly as they occurred.

If a person died by violence, the briefly resurrected corpse will act out the last combat rounds of its prior existence, fighting phantom enemies, shouting, using identical spells and effects, and so on. These effects do not extend beyond the briefly resurrected corpse; for instance if a wizard who cast *fireball* immediately prior to death was affected by Death Anew, the fireball would be cast, but vanished the instant it left his finger tips. If a creature died by other means, those demises will be evident as this spell occurs. A woman who burned to death will be wreathed in flames, a drowned sailor will float in phantom water, and so on. The corpse cannot be aided or interacted with in any way while it undergoes Death Anew.

The corpse's soul is present throughout the duration of the spell, and experiences all the suffering of their last minutes again. Once the spell's duration ends, the corpse returns to death, but as a fresh corpse, exactly as it was soon after its original death. Effects that are limited by a corpse's time of death now treat the corpse as if it perished upon the casting of Death Anew. If the victim of the Death Anew spell is later returned to life, he or she must succeed at a WILL Save (DC 18 + 1 per each time Death Anew is cast upon them) or permanently lose 1d8 points each of INT and CHA upon their return to life, as a result of the sheer trauma to their soul.

DEATH HOLE

School conjuration (creation, death)
Level magus 3, sorc/wiz 4, witch 4
Casting Time one immediate action
Components V, S. M (rusting splinters of metal or nails)
Range close (25 ft + 5 ft/level)
Duration instant
Saving Throw REF negates **Spell Resistance** no
With a single cruel gesture, you open a deep, cavernous pit of rusting pipes, jagged metal and sucking mud at the feet of an enemy. This pit occupies a 5 ft square and is 20 ft deep plus an additional 10 ft per two caster levels (maximum 100 ft), and subjects take falling damage as normal for landing in the pit. The bottom of the pit is lined with rusting spikes and jagged metal inflicting an additional 2d12 piercing damage.

A creature that falls into the pit and takes damage from the spikes is impaled, requiring a DC 18 STR check to pull free of the spikes. Each attempt to pull free inflicts another 1d12 piercing damage.

A creature that successfully makes its REF Save does not fall into the pit, and lands safely on one side or the other of

the pit. When the spell is cast, the caster can specifically identify a single creature by its full name; that creature suffers a -2 penalty on the REF Save to avoid falling into the death hole. Other creatures gain a +2 circumstance bonus on their REF Save to avoid falling into the death hole however. The caster does not have to specify a specific target if he does not wish.

Once created, the *death hole* becomes a non-magical pit.

DEMEAN

School enchantment (mind affecting, evil) **Level** bard 1, magus 1, sorc/wiz 1
Casting Time one standard action
Components V, S
Range close (25 ft + 5 ft/ two levels)
Duration 1 minute/level
Saving Throw WILL Negates (special, see text) **Spell Resistance** Yes
With a low hiss, you crush a victim's soul with feelings of self doubt, inadequacy and loathing. The victim's skin blanches and takes on the sweat-slick sheen of true fear. For the duration of this spell, the victim suffers a -10 penalty on all CHA-based skill checks, and a -5 penalty on WILL Saves against mental effects based upon self doubt or that can be resisted by self confidence.

Special: Victims from highly stratified, status obsessed societies (which defines both the Tatakama and Black Japan fairly well) suffer a -2 penalty on their WILL Save against this spell.

DENTAL TORTURE

School conjuration (creation) **Level** alchemist 2
Casting Time one standard action
Components V, S
Range medium (100 ft + 10 ft/level)
Duration 1 round/two levels
Saving Throw WILL negates **Spell Resistance** yes
Jagged, rusting steel dental spreaders and clamps appear around a victim's head and force open their mouth in a perpetual scream. For the spell's duration, the victim cannot speak or make any vocal noise, and suffers a -1 penalty per two caster levels (maximum -10) on WILL Saves against fear or Intimidation. The victim may attempt a new save each round to end this effect.

DESTRUCTION OF BREASTS

School evocation (electricity, evil) **Level** alchemist 6, magus 5, sorc/wiz 5, witch 5
Casting Time one standard action
Components V, S
Range close (25 ft + 5 ft/level)
Targets one female/level, no two of which can be more than 30 ft apart
Duration instant
Saving Throw FORT negates **Spell Resistance** Yes
You clench your hands, as if grabbing a woman's breasts in your hands, and slick, yellow lightning leaps from your clenched fingers towards the bodies of all women within the spell's range. Female creatures within the spell's range suffer electrical damage- high voltage that boils away the fat in their breasts explosively, inflicting not only electrical damage but also temporary CHA damage (this damage cannot reduce an affected woman to less than 1 CHA). This damage is determined by the size of the target's breasts.

Size of Target's Breasts	Electrical Damage Inflicted	Temporary CHA damage
Small or normal breasts	1d6 electrical	1 CHA
Large breasts (or multiple breasts/teats for non-human species)	2d6 electrical	1d3 CHA
Target has the Busty Extreme trait	4d6 electrical	1d6+1 CHA

DEVOURED FROM WITHIN

School conjuration (summoning, evil)
Level bard 6, druid 6, sorc/wiz 6
Casting Time one standard action
Components V, S, M/DF (the skull of a rat or bat)
Range close (25 ft plus 5 ft/2levels)
Duration concentration plus 2 rounds
Saving Throw FORT partial (see text)
Spell Resistance Yes
This foul spell summons a swarm of vermin within the body of a foe, allowing the caster the sadistic joy of watching their hated nemesis be eaten alive from within. This spell summons a bat, spider or rat swarm (caster's choice) directly inside a target's bowels. If the target fails its save against the effect, it suffers 4d6 points of damage per round and is *nauseated*. The target receives a new FORT save each round; success means the victim vomits up the swarm, which appears in his square.
If the victim successfully saves against this effect, or the spell fails to overcome the victim's spell resistance, it is treated as *Summon Swarm* in all respects. If the spell kills the victim, the swarm exits the target's body on the next round and begins functioning like *Summon Swarm*.

DIAMOND NIPPLES

School abjuration **Level** cleric 1, magus 1, sorc/wiz 1
Casting Time one standard action
Components V, S, Pettanko
Range personal
Duration 1 minute/level (D- see text)
Saving Throw No (harmless)
Spell Resistance No (harmless)

Your nipples harden to tight, little diamond points, and a sheen of golden light spills across your breasts. For the spell's duration, you gain a +2 deflection bonus to Armor Class, and Damage Reduction X/magic where X is equal to your CHA modifier. At any time during the spell's duration, you may dismiss the spell as an immediate action to completely negate the damage inflicted by a single melee attack.

DIGESTIVE IMMUNITY

School abjuration (skatto)
Level druid 3
Casting Time one standard action
Components V, S, M (the tooth, preserved intestinal tissue or scat of a predator)
Range touch
Duration one minute/level
Saving Throw FORT negates (harmless) **Spell Resistance** No (harmless)

When this spell is cast, the recipient has little to fear from even the largest, most voracious predators. For the spell's duration, the character becomes immune to energy damage caused by the digestive processes of a creature with the Swallow Whole ability, such as acid or fire damage (for a creature with a fire-based metabolism). You gain Damage Reduction 10/- against piercing, slashing or bludgeoning damage caused by the digestive processes of a creature with the Swallow Whole ability.

You gain no immunity or resistance to similar damage caused by non-digestive processes. For example, you would become immune to the flames inside a dragon's gullet, but not the same dragon's flame-based breath weapons.

While this spell is active, as a full round action, you may attempt an Escape Artist check (DC 10 + the creature's Hit Dice) to escape from the swallowing creature's gullet by crawling down the digestive tract.

DIRTY BREASTS

School evocation (acid, skatto) **Level** druid 1, witch 1
Casting Time one standard action
Components V, S, Busty
Range 30 ft
Duration one round/ level (D)
Saving Throw FORT Partial **Spell Resistance** Yes

This spell forces your body's foul wastes out through your swollen nipples rather than out through your urethra or anus. As a ranged touch attack with a 30 ft maximum range,

you can squirt a stream of acidic shit from your nipple. This acidic stream inflicts 1d8 + 1 point of acid damage per caster level (maximum 1d8 + 10 acid). Targets struck by the stream are *sickened* for one round, or *nauseated* for 1 round on a critical hit. A successful FORT Save negates this additional effect.

DISARMING BREASTS

School evocation (force) **Level** bard 2, cleric 3, sorc/wiz 3
Casting Time one standard action
Components V, S, Busty
Range 30 ft cone
Duration instant
Saving Throw None **Spell Resistance** Yes

You expose your breasts in a flash of light and wave of force that knocks weapons out of stunned fingers. When you cast this spell, you make a magical disarm attempt against all enemies within the spell's conical area of effect. This disarm attempt uses your caster level rather than your CMB and is modified by your CHA modifier.

DOLL HELL

School necromancy (death) **Level** sorc/wiz 9, witch 9
Casting Time one standard action
Components V, S, Racial (creator must be a Ningyou, POETICA or other artificial, doll-like creature)
Range medium (100 ft + 10 ft/level)
Duration instant + 1 round/level
Saving Throw FORT negates **Spell Resistance** Yes
When you cast this powerful and lethal spell, all creatures within a 30 ft burst of the spell's point of origin who fail their saving throw have their bodies horribly mutate into eerie porcelain dolls. Victims who fail their save are petrified, as per *flesh to stone,* save the spell transforms them into porcelain rather than rough, unworked stone.

One round after their petrifaction, all creatures who failed their saving throw they animate as Soulbound Dolls *(Bestiary II)* of their original size, under the control of the spellcaster. These variant Soulbound Dolls retain the size category and STR score of the base creature, but otherwise function as standard monsters. At the end of the spell's duration, the created Soulbound Dolls freeze in their final positions and become inert statues.

DOUJIN

School transmutation **Level** bard 1
Casting Time one minute
Components V, S, M (a vial of urine from an otaku of the caster's preferred gender)
Range touch
Duration instant
Saving Throw FORT negates (object) **Spell Resistance** Yes (object)
With a touch, this spell turns an existing work of art (a DVD, video cassette, manga, ect) into an erotic work. The erotic work is based upon the content of the original artwork, and the sexual aspects are drawn from the caster's fantasies and desires. The new sexual aspects of the work are rendered in a style nearly identical to the original work, and are integrated into the original work's style and story, almost seamlessly.

DOWNPOUR OF FILTH

School conjuration (acid, skatto) **Level** druid 7, witch 7
Casting Time one standard action
Components V, S
Special Requirement Caster must possess the *Wards of Filth* feat
Range long (400 ft + 40 ft/level)
Duration 1 round/two levels
Saving Throw FORT partial (see text)
Spell Resistance No
Muddy clumps of still-hot shit drips upward from the casters outstretched hand, in defiance of gravity and logic. Then suddenly grey clouds and a cloying mist gather, and endless waves of shit fall from the sky.

When you cast *downpour of filth*, you must expend a daily use of your *Wards of Filth* feat. You create a zone of shit with a 100 ft spherical diameter anywhere up to the spell's maximum range. Within this zone, the rain of shit provides improved concealment, and fallen shit functions identically to a *grease* spell.

All creatures and objects within this zone suffer 5d6 + 1d6 per two/levels acid damage (max 15d6 acid) and are considered *nauseated* as long as they remain in this zone and for 1d4 rounds after leaving it. A successful FORT Save each round halves the acid damage and prevents *nausea* for that round, but the save must be repeated each round the creature remains in the zone.

DRAW FORTH MENSES

School conjuration (healing)
Level alchemist 1, cleric 0, druid 0
Casting Time one standard action
Components V, S, DF/M (blood soaked cotton or silk)
Range touch
Duration instant
Saving Throw FORT negates (harmless)
Spell Resistance Yes (harmless)
By touching a woman's abdomen, this spell draws the menstrual blood from her in a painless rush. This blood quickly solidifies into a brownish pebble resembling blood agate. If a pre-adolescent female (of a species that normally menstruates) swallows the stone, she will undergo puberty and begin menstruating within a few days. This spell otherwise has no effect beyond quickly ending a menstrual period.

DUPLICATE OF FILTH

School transmutation (skatto) **Level** alchemist 6, sorc/wiz 6
Casting Time one minute
Components V, S, M (body waste from the target, jade ingots worth 100 GP per Hit Dice of the target)
Range touch
Duration one minute/level
Saving Throw None **Spell Resistance** No
The guttural intonations of this spell conjures a strange, inferior duplicate of virtually any creature from a mystically charged puddle of fresh body filth. This spell can potentially create a duplicate, under your control of any creature that needs to defecate, from a peasant farmer to a dragon.

The filth duplicate is an exact physical duplicate of the donor creature, appearing nude at the caster's feet at the completion of the spell, though it is made of transformed filth. The duplicate has physical ability scores (STR, DEX and CON) equal to the donor creature, though it is effectively mindless. It has no effective INT score, WIS 10 and CHA 1. The duplicate possesses one Hit Point per Hit Die of the donor creature. It can use any *Extraordinary* or *Supernatural* ability possessed by the donor, though it cannot use spells or *Spell-like* abilities. The duplicate's alignment is identical to your own, and it serves you loyally to the best of its ability. The duplicate melts away in a pool of blood and shit when the spell ends.

DYING WORLD

School necromancy (evil, mind-affecting)
Level cleric 6, magus 6, sorc/wiz 6
Casting Time one standard action
Components V, S, DF/M (urine collected from a dying child)
Range close (25 ft plus 5 ft/2 levels)
Effect a 30 ft radius sphere
Duration one minute/level (D)
Saving Throw None **Spell Resistance** Yes
This spell creates a dust-shrouded zone where colors are paler and the forces of death and decay tug at body and soul alike. Within the zone created by this spell, no creature can stabilize and Heal skill checks automatically fail. Healing spells and similar effects restore only half their usual HP, while unusual healing abilities such as Fast Healing and Regeneration do not function. Spells that return the dead to life, such as reincarnation or raise dead, fail to function within this zone.

Within this zone, necromancy spells are cast at +2 caster level. Spellcasters can cast one necromancy spell per round as a quickened spell, without increasing the spell's level. Within the Dying World, it is easier to convince creatures to give up their life. If you can change a target's attitude to Helpful with a Diplomacy or Intimidate check, you can then convince the target to commit suicide with a successful DC 30 skill check. Charm Person and similar, more powerful spells can be used to convince a creature to commit suicide within this zone.

All effects of the Dying World immediately end if creatures move or are moved out of the area of effect.

ELECTRIC TRANSITION

School evocation (electricity) **Level** sorc/wiz 2
Casting Time one swift action
Components V, S, M (a circuit board or AAA battery)
Range close (25 ft + 5 ft/level) medium (100 ft + 10 ft/level) long (400 ft + 40 ft/level)
Duration instant
Saving Throw REF negates (see text) **Spell Resistance** Yes
This spell allows a caster to blink out of reality for half a second, reappearing somewhere else, hopefully a safer spot, in a blaze of silvery electricity. The spell caster teleports to any open, visible square within 15 ft. When the caster reappears, all creatures adjacent to his arrival square suffers 2d6 electrical damage +1 electrical per caster level (max 2d6 +10 electrical damage, REF negates). The caster himself suffers 1d4 electrical damage.

ELECTRO-STIM TORTURE

School evocation (electricity, pleasure) **Level** sorc/wiz 3, witch 3
Casting Time one standard action
Components V, S
Range medium (100 ft + 10 ft/level)
Duration 1 round / three caster levels
Saving Throw WILL partial (pleasure rules) **Spell Resistance** Yes
A lance of crackling electricity erupts from your finger tips and rips through the victim's tissues, lighting them up from the inside as it cooks them alive. The victim suffers 1d10 points of damage per caster level (maximum 10d10) per round; half this damage is Electrical, half is Pleasure. The target can attempt a WILL Save to halve the Pleasure component of this damage.

At the end of the spell's duration, the victim of Electro-Stim Torture must succeed at a FORT Save or be *shaken* for a number of rounds equal to the spell's duration.

EVASIVE MEDIO

School abjuration **Level** magus 3, sorc/wiz 3
Casting Time one standard action
Components V, S, F (a worn medio)
Range personal
Duration one round / level (D)
Saving Throw FORT negates (object) **Spell Resistance** No (object)
When this spell is cast, the fabric of your maid's outfit shimmers with magic, becoming light as well as matter. For the spell's duration, any time you are struck with a successful melee attack, you are teleported to a random square adjacent to your attacker. This movement does not count against your total movement for the round, and never provokes attacks of opportunity.

EXECUTION CHAMBER

School conjuration (creation, evil)
Level alchemist 4, cleric 5, magus 4, sorc/wiz 5, witch 5
Casting Time one standard action
Components V, S, M (restraining straps used in a judicial execution)
Range close (25 ft + 5 ft/level)
Duration 1 round/3 caster levels
Saving Throw REF and FORT partial (see text)
Spell Resistance no

You conjure a tiny steel and plexiglass cell around your victim, where thick restraints bind them helpless as a variety of execution tools appear to end their miserable, terrified lives.

When you cast this spell, you create an execution chamber that occupies a 10 ft x 10 ft square space, which can accommodate a target of size Large or smaller. The target can attempt a REF Save to escape the cell as it forms, and if they succeed they move to an open square adjacent to the execution chamber and land prone.

If the target fails their REF Save, they are trapped within the execution chamber and considered helpless. Each round of the spell, including the first, at initiative count zero the execution chamber delivers massive damage to the target. The target can attempt a FORT Save for half damage that round, must make a new FORT Save each round the spell continues. If the target succeeds at two consecutive FORT Saves, the spell immediately ends.

When the caster casts this spell, he chooses a single method of execution for the execution chamber. This determines the damage inflicted, and might apply a specific elemental subtype to the spell.

When struck with a melee attack, prior to damage being rolled, you can also choose to expend this spell to completely negate the effects of that one attack. Doing so automatically ends this spell.

Electrocution: The execution chamber includes high voltage electric chair fixtures and each round inflicts 4d6 electrical damage. The spell gains the electrical subtype.

Gas Chamber: The execution chamber fills with cloying, toxic smog. The target suffers 1d6+1 CON damage per round, with a FORT Save for half damage. The target can attempt to hold their breath to resist this gas.

Firing Squad: Automatic rifles, controlled by machines, line one wall of the execution chamber. The target suffers 4d6 ballistic damage per round.

Immolation: The execution chamber is a heat-resistant steel furnace. The target suffers 4d6 fire damage per round. The spell gains the fire subtype.

Lethal Injection: The target is pierced with dozens of injection needles carrying poison into their heart. The target suffers 2 CON damage per round, and becomes unconscious with a successful FORT Save reducing this to 1 CON damage and not imposing unconsciousness.

EYRINES SIGHT

School divination **Level** bard 0, inquisitor 0, magus 0, paladin 1, sorc/wiz 0
Casting Time one standard action
Components V, S
Range personal
Duration 1d4 rounds
Saving Throw WILL negates **Spell Resistance** Yes
When you cast this spell, you perceive a dark-light aura, like clotted blood and dim flames, around any creature who has ever committed the sin of rape. You can perceive this aura around any creature within 60 ft who is clearly visible to you. The intensity of the aura is determined by the number of times the creature has committed rape over the course of its existence.

EYRINES CHAINS

School evocation (fire, good, law) **Level** cleric 4, inquisitor 4, paladin 4
Casting Time one standard action
Components V, S, M (the business card or pamphlet of a rape crisis center)
Range 30 ft + 5 ft/2 levels burst
Duration 1 round/two levels
Saving Throw WILL partial **Spell Resistance** yes
A wave of crimson force erupts from you, and anyone within the burst who has ever committed the crime of rape is bound by chains of fire and force. Any creature who has ever committed rape is helpless and suffers 2d6 fire damage per round. A successful WILL Save negates the *helpless* condition and halves the damage, but does not end this spell, nor does the spell end if the target moves out of the spell's initial range.

FAMILIAR COURTESAN

School transmutation **Level** sorc/wiz 3, witch 3
Casting Time one minute
Components V, S, M (a mystical ointment worth 50 GP)
Range touch
Duration 1 hour / level
Saving Throw FORT negates (harmless)
Spell Resistance Yes (harmless)
Magical oils are rubbed onto the flanks and mouth of your familiar, and as the spell is completed, a transformation occurs. Your familiar becomes an anthropomorphic humanoid resembling its natural state. Its gender is the same as its natural state, and your familiar's transfigured appearance is drawn from your sexual desires, becoming a perfect semi-human lover.

Your familiar has physical abilities of an average member of your race and is considered a first level adept while transformed, and retains any familiar abilities previously earned while it is transformed. Your familiar will fight at your side as loyally as ever, though this spell is designed for non-combative purposes. Your transformed familiar is perfectly willing, even eager, to be your sexual plaything.

Your familiar is considered both a member of your race and an animal for the purposes of sexual magic. If you have sexual intercourse with your familiar while transformed, it is restored to full HP and benefits from the effects of a *lesser restoration* spell, if necessary, when the spell ends and it returns to its natural state.

Variant Effect
If you wish to make this spell slightly more complex, you can use the anthro creation rules in *Fursona* to model the effects of the spell. Pick the anthro order that best corresponds to your familiar's natural state, using that order to model your pet's transfigured state. Your anthro has ability scores equal to 10 plus or minus racial modifiers. Once the anthro's racial abilities are chosen, they remain fixed even across multiple castings of this spell.

FECAL REBIRTH

School transmutation (death, skatto) **Level** cleric 5
Casting Time one hour
Components V, S, DF/M (ritual herbs and oils mixed with mud and shit, worth 5,000 gp/DC 23)
Range touch
Duration instant
Saving Throw None **Spell Resistance** No
Normally, Akaname are born in bogs and mires, remembering their previous mortal incarnations only dimly. This spell transforms a living humanoid into a new Akaname. The target creature is lowered into a deep, muddy pit filled with human shit mixed with ritual oils that glow with their own strange luminescence. As the ritual progresses, the target sinks beneath the muck and, if still living, painfully drowns in shit.

Over the next 24 hours, the corpse transforms within the hardening, cocoon-like mud, and rises as a new Akaname. The newly created Akaname retains all memories and abilities of its previous life, save for racial traits. These are lost, replaced with Akaname racial traits. This ritual will transform a living humanoid (of any type) into a new Akaname, and may also be used to transform a recently deceased humanoid (dead less than 24 hours), by placing the corpse in the muddy pit and completing the ritual.

As this spell will only affect a willing participant (or the free and willing to return soul of a recently slain creature), it has no saving throw.

FERAL BELLS AND COLLARS

School transmutation **Level** druid 6, magus 6, witch 6
Casting Time one standard action
Components V, S, M (at least one commercial, disposable flea collar per Nekomusume to be affected), Racial (caster must be a Nekomusume or feline Anthro)
Range close (25 ft + 5 ft/level)
Duration 1 round/level
Saving Throw WILL negates (harmless)
Spell Resistance Yes (harmless)
The caster tosses the flea collars that are this spell's material component into the air, where they are shocked with black and crimson and lightning before streaking to the throats of all cat-girls within range. Nekomusume affected by this spell have a black leather spiked collar with a skull-shaped silver bell appear around their throats, and their eyes gleam a feral gold, while their small, delicate claws elongate into sabers.

This spell affects one Nekomusume or feline Anthro per caster level, no two of which can be more than 30 ft apart. The spellcaster can choose whether or not she is affected by the spell when she casts it.

For the spell's duration, all affected Nekomusume gain two claw attacks as primary natural weapons (1d6+STR slashing, 19-20/x2) with the rake special quality. If both claw attacks hit, the Nekomusume can make an additional claw attack.

For the spell's duration, affected Nekomusume also receive a +10 ft increase to their base land speed, and treat damage from falls as if the fall were 30 ft shorter than it truly was. They take no damage from falls of 30 ft or less.

FINAL FORM

School necromancy (chaos) **Level** alchemist 6
Casting Time one immediate action
Components V, S
Range medium (100 ft + 10 ft/level)
Duration instant
Saving Throw FORT negates **Spell Resistance** No
A fallen monster is reincarnated, more powerful and dangerous than before, emerging from a pulsing column of black light as a heavily armored behemoth of jagged planes and uncanny angles. The resulting creature is hauntingly beautiful and staggeringly deadly, especially to exhausted adventurers who thought they'd slain the creature already.

When you cast this spell, you return one creature that cannot have PC class levels, and which has been slain or destroyed within the prior round to life/existence. The creature returns to life/existence with full Hit Points, in a new form. The creature gains the Advanced simple template, as well as one of the following simple templates, chosen by the caster at the time of casting:

- Advanced *(second addition),* Entropic, Fiendish, or Giant

Alternatively, you can substitute the Phallic Spear Technique feat and two Phallic Spear Mastery feats for the second template; the creature treats the Phallic Spear as *a +2 magical weapon*, and as a primary natural attack. The creature can make ititerative attacks with its Phallic Spear.

If the transformed creature survives the battle, it loses the two templates after approximately 24 hours, or after the creature next sleeps or rests.

FLAMESOUL

School evocation (mind affecting, fire) **Level** cleric 5
Casting Time one standard action
Components V, S, DF
Range touch
Duration one minute per level (D)
Saving Throw WILL Negates (harmless)
Spell Resistance Yes
This spell binds elemental flame to the recipient's soul, transforming his shadow into a thin sheet of plasma flame, a visible symbol of a soul touched by fire. While this spell is in effect, the recipient gains immunity to Fire damage, and his shadow sheds bright light in a 60 ft radius.

Any creature that successfully affects the Flamesoul's recipient with any mind-influencing effect suffers 1d8 points of fire damage per level of the ability. This backlash occurs automatically; while the Flamesoul spell is active, even if the spell's recipient is targeted by a harmless or beneficial mind-influencing effect by an ally.

FLATULENCE

School necromancy *(skatto)* **Level** alchemist 1, bard 0, druid 0, sorc/wiz 0, witch 0
Casting Time One standard action
Components V, S
Range medium (100 ft + 10 ft/level)
Duration 1 round/level (D)
Saving Throw FORT Negates **Spell Resistance** Yes
A gesture, and the target's bowels being churning and bubbling, producing an entire orchestra's worth of disgusting noises and even worse odors. For the duration of the spell, the target suffers a -4 penalty on Stealth checks and a -2 penalty on CHA based skills.

FLESH SPASM

School transmutation (chaos) **Level** alchemist 5, sorc/wiz 5
Casting Time one standard action
Components V, S, M (a vial of spinal fluid from a corpse)
Range personal
Duration one round /level (D)
Saving Throw None **Spell Resistance** No
The caster's arms become bubbling masses of chaotic, gnarled flesh that flows like liquid and bursts with potent digestive acids.

When the spell is cast, both the caster's arms transform and merge together to a form a single Black Pudding (CR 7, *Bestiary I*). The caster can control the Black Pudding as a free action; it acts on the caster's initiative count and always remains adjacent to the caster. The Black Pudding has its own hit points; when it is destroyed, the caster's hands and arms return to normal, but the caster is *shaken* for one minute. The Black Pudding cannot split. The caster's gear and possessions are not harmed by the Black Pudding's acids. While the caster's arms are transformed, they cannot hold or manipulate objects, and the caster cannot cast additional spells with a somatic component.

FLESH SPASM, LESSER

School transmutation (chaos) **Level** alchemist 3, sorc/wiz 3
This spell functions almost identically to *Flesh Spasm*, save the caster's hands and arms transform and merge together into a sickly orange blob. The caster's hands and arms transform into an Ochre Jelly (CR 5 – *Bestiary I*). The Ochre Jelly cannot split.

FLESH SPASM OF HELL

School transmutation (chaos) **Level** sorc/wiz 9
This spell functions similarly to *Flesh Spasm*, but its effects are even more gruesome. The caster's arms and upper torso become roiling masses of hungry, pinkish grey flesh, like intestinal tissue. When the spell is cast, both the caster's arms transform and merge together to form a single Carnivorous Blob (CR 13 – *Bestiary II*). The caster is considered to share the space of this Colossal ooze, and the two move together.

When the Carnivorous Blob uses its Absorb Flesh ability, the ooze heals 5 HP and the caster heals 5 HP, splitting the healing between components of the spell. The Carnivorous Blob cannot split.

FORCED MILKING

School transmutation **Level** alchemist 2
Casting Time one standard action
Components V, S, M (a bottle's nipple)
Range close (25 ft + 5 ft/level)
Duration 1 round/two levels
Saving Throw FORT Negates **Spell Resistance** Yes
You conjure hollow amber tendrils the color and texture of latex, that unerringly seek the nipples of big breasted women and promptly begin suctioning. This spell can only target female creatures that are either pregnant, nursing or posses the Busty Extreme trait, or female creatures with multiple breasts, and has no effect if cast on other creatures.

The target feels their life energy sucked out through their breasts, as milky fluid gathers in the caster's hand. The target suffers 1d8 non-lethal damage per round, and characters with the Busty Extreme lose access to that trait as well as feats that have it as a prerequisite and Busty magic for the spell's duration and for 1d6 rounds after the duration expires. Each round, the victim receives a new FORT Save to end the effect.

Similar Spells

Forced Prostate Milking functions identically to this spell, save that the hollow amber tube created by the spell is attached to the tip of the penis, and other, smaller tubes worm their way into the victim's anus. This version of the spell can only be cast upon men with the Phallic Spear Technique feat, or Tanuki men even if they do not have this feat. *Forced Prostate Milking* has *Mass* and *Vampiric* variant versions of itself.

FORCED MILKING, MASS

School transmutation **Level** alchemist 6

This spell functions identically to *Forced Milking*, save that it affects one target/level, no two of which can be more than 30 ft apart.

FORCED MILKING, VAMPIRIC

School transmutation **Level** alchemist 4

This spell functions identically to *Forced Milking,* save that the pleasure damge inflicted is considered lethal damage. In addition, for every 4 points of pleasure damage suffered by the target, the caster gains 1 Hit Point (or temporary HP if already at maximum HP, to a maximum of 150% of their normal HP maximum).

FOSSILIZE WASTES

School necromancy (skatto)
Level alchemist 4, druid 5, witch 5
Casting Time one standard action
Components V, S
Range medium (100 ft + 10 ft/level)
Duration 1 minute/level
Saving Throw FORT partial **Spell Resistance** Yes

This spell ages and hardens the shit in a victim's bowels into bone-like concrete. The target suffers 1 point of CON damage per caster level (maximum 20 CON damage) and becomes *nauseated* for the spell's duration. A successful FORT Save halves the CON damage and renders the victim *sickened* instead.

FOUL INFUSION

School necromancy (skatto)
Level alchemist 4, druid, sorc/wiz 4
Casting Time one standard action
Components V, S, M ('night dirt' collected from a peasant's field)
Range medium (100 ft plus 10 ft/level)
Duration 1 round/level
Saving Throw FORT Negates **Spell Resistance** Yes

This spell pours shit and other foulness into the

victim's body, causing them to swell grotesquely and squirm with pain. If the target fails his save, his bowels are overfilled with shit and bile, causing the target's encumbrance to worsen by two steps. If immobilized by this spell, the target becomes *helpless*.

Each round of the spell, the target can attempt a new FORT Save to end the effect. If this save is successful, the target purges his bowels and is affected by a Vacate Bowels spell (no save) before this spell's effects end. If the target fails this FORT Save by 10 or more points or rolls a natural 1 on the FORT Save, his bowels rupture. This causes 1d6 points of temporary CON damage, and the target must succeed at a DC 30 FORT Save or contract *filth fever.* The target can also choose not to make FORT Saves to end Foul Infusion early, waiting out the agonizing period of the spell's duration, without risking a bowel rupture.

FUCKED TO DEATH

School transmutation (death, evil) **Level** druid 5, witch 5
Casting Time 1 standard action
Components V, S,
Range medium (100 ft plus 10 ft/ level)
Duration 1 round/level (D)
Saving Throw FORT negates (see text)
Spell Resistance Yes
You conjure a long, phallic tendril that pushes into the victim's anus or vagina and doesn't stop pushing until it erupts from their throat, unconcerned with the damage done to the victim's internal organs.

If the victim's initial saving throw fails, their body is invaded by the tendril, immediately inflicting 5d6 HP damage plus +1d6 HP damage per two caster levels beyond 5th. The target drops prone, and is considered helpless, however the target can attempt a new save each round to negate the *helpless* condition.

Each round of the spell, the victim suffers 1 point of CON Bleed, as the tendril shreds and batters their internal organs. Even if the victim negates the *helpless* condition, the CON Bleed continues. A victim of this spell cannot speak or cast spells with verbal components for the effect's duration.

The use of this spell is considered both an evil act and an act of rape.

FUCKED TO DEATH, MASS

School transmutation (death, evil) **Level** druid 9, witch 9
This spell functions identically to *Fucked to Death*, save that it affects one target per two caster levels no two of which can be more than 30 ft apart.

The use of this spell is considered both an evil act and an act of rape against each individual victim.

GARDEN OF IMPALEMENT

School conjuration (creation, earth)
Level druid 7, sorc/wiz 7
Casting Time one standard action
Components V, S, M/DF (a tiny bamboo shoot)
Range close (25 ft plus 5 ft/2 levels)
Effect one 5 ft square of bamboo spines per caster level
Duration 1 round
Saving Throw REF negates **Spell Resistance** No
This spell summons hundreds of razor sharp bamboo spears from somewhere beneath the earth. Targets who fail their REF Save are viciously impaled and lifted off their feet by the spell. Targets suffer 1d8 points of piercing damage per caster level (max 20d8). This spell reaches up to 30 ft into the air, and may impale low flying targets that fail their REF Save. The caster can shape the Garden of Impalement's area, shaping it around allies within range, though all squares of the spell must be contiguous and within range.

GATEWAY OF THE BOWELS

School necromancy (skatto)
Level druid 3, sorc/wiz 3, witch 3
Casting Time one standard action
Components V, S, Focus (recently deceased humanoid corpses, see text)
Range 100 ft burst (see text)
Duration 1 minute per level
Saving Throw None **Spell Resistance** N/A
When a person dies, their bowels and bladder spill with the last spasms of their dying. When this spell is cast, a wave of necromantic force slithers across the stained carcasses, animating the shit and urine into something powerful and horrible. This spell summons a slightly modified Earth Elemental, which serves you loyally for the spell's duration. The size of the Earth Elemental is initially determined by the number of humanoid corpses (Small or larger), slain within the previous hour, within the initial range of the spell when it is cast.

This modified Earth Elemental has the *Stench* special quality, the FORT saving throw DC of which is also determined by the number of fresh corpses present at creation. Each Small or larger creature slain by the elemental heals it for 3 HP, as their dying shit rushes into the elemental's body to add to its mass. If the elemental slays enough creatures to move it into the next larger size category, it immediately changes sizes and it's hit point total is reset to the full maximum total for the next larger size. This change also occurs if the modified elemental moves into an area with multiple fresh corpses, such as a battlefield, even if it did not slay those creatures personally.

(Note that destroyed creatures with unusual or no metabolisms do not count as fresh corpses for the purpose of this spell. For instance, this monster cannot grow if a creature does not defecate or does not process food in the same manner as a living mammal, such as constructs, undead and some odd aberrations.)

Number of Fresh Corpses Present	1-5	5-10	10-20	21+
Size of Earth Elemental	Small	Medium	Large	Huge
Stench FORT Save	DC 14	DC 16	DC 18	DC 20

GATHERING THE FEMALE ENERGY

School evocation
Level alchemist 5, cleric 5, sorc/wiz 5, summoner 5
Casting Time Ten minutes
Components V, S, Focus (a decorated porcelain phallus worth at least 3,000 GP)
Range Touch
Duration one day or until discharged
Saving Throw No **Spell Resistance** No
This tantric spell gathers powerful and fluid female energy and transforms it into equally flexible mystic energy. While this spell is cast, multiple females, including possibly the caster, masturbate together, passing the dildo that serves as the spell's focus amongst them. Each female contributes energy to the spell, which can later ease the use of meta-magic feats.

Each female who contributes adds a number of equivalent spell levels equal to her Hit Dice or total character level. These equivalent spell levels can be used to cast a metamagic feat without increasing the spell's effective level; while properly charged this spell's porcelain dildo acts as a Metamagic Rod of various types. If the stored spell levels are not expended before 24 hours elapse, any unused spell levels are wasted without effect.

GATHERING THE MALE ENERGY

School evocation
Level alchemist 5, cleric 5 sorc/wiz 5, summoner 5
Casting Time Ten minutes
Components V, S, Focus (a large jade bowl worth at least 3,000 GP)
Range touch
Duration one day or until discharged
Saving Throw No **Spell Resistance** No
This tantric spell gathers potent male energy and transforms it into equally potent magical energy. While the spell is cast multiple males, including possibly the caster, masturbate into the finely decorated bowl that serves as the spell's focus. Each male contributes energy to the spell, which can substitute for an expensive material component in a future spell.

Each male who contributes to the spell adds the equivalent of 100 GP x his total Hit Dice or total character level, which can be used, either wholly or partially, in spells that require expensive material components. The GP equivalent can be spent on a single spell or upon multiple spells, if utilized before the duration ends. If this gathered tantric energy is not used before 24 hours elapse, any excess energy is wasted without effect.

GENDER DANCE

School transmutation **Level** bard 5
Casting Time one standard action
Components V, S, M (a tiny vial of urine, or a lock of hair from a transgender or futanari humanoid)
Range medium (100 ft + 10 ft/level)
Duration 1 round/level (D)
Saving Throw FORT partial (see text) **Spell Resistance** no
When this spell is cast, you conjure a pulsing orb of pink and golden light that throbs with a cardiac rhythm at any point within the spell's range. This glowing energy orb floats at roughly head-height, and generates a pulsing aura 30 ft in diameter. All living, gendered creatures who end their turn in this aura must succeed at a FORT Save or have their gender randomly changed (D6: 1-2 male, 3-4 female, 5 asexual/genderless, 6 futanari). The character must make a new save each round they end within the gender dance aura.

Once affected by the gender dance aura, the character's gender randomly changes each round; the character may attempt a new FORT Save each round to reassert their original gender. This effect persists even if an affected character moves out of the gender dance aura.

The gender change does not normally affect a character's statistics (except in the case of extremely sexually dimorphic races), but may limit what skills, talents and feats they can manifest. Effects that are incompatible with a changed gender immediately end.

GHOST BICYCLE

School conjuration (summoning) **Level** cleric 1, sorc/wiz 1
Casting Time one standard action
Components V, S, M (screws or rubber taken from a salvaged bicycle)
Range close (25 ft + 5 ft/level)
Duration one hour/level (D)
Saving Throw None **Spell Resistance** None

By tossing a handful of junk taken from a wrecked bicycle onto the ground, you conjure an ordinary bicycle that coalesces out of blue-grey smoke. The conjured vehicle is an average *Simple Bicycle*; at 5th level you may conjure either a *Top End Bicycle* or a *Simple Bicycle* with an *electric bicycle motor* instead. The bicycle's appearance is determined by the caster at the time of casting. The caster may concentrate on the vehicle as full round action to shift details such as color, and add or subtract features like a carry-basket, lights or saddlebags.

GHOST LANTERNS

School evocation (fire, light)
Level sorc/wiz 3, witch 3
Casting Time one standard action
Components V, S
Range long (400 ft + 40 ft/level)
Duration one minute/level

Saving Throw REF half **Spell Resistance** Yes

When you cast this spell, balls of phantasmal orange flame appear near your fingertips, taking the form of the traditional round paper lanterns often used to light Shinto shrines. When you cast this spell, you summon 1d6 ghost lanterns per two caster levels (maximum 10d6 lanterns), which are Tiny partially-real objects that shed bright illumination in a 20 ft radius and dim illumination at twice that distance. These lanterns drift in the direction of the prevailing wind, spreading randomly as they go, to cover a large area. They have an effective Flight speed of 30 ft (perfect).

When you summon the ghost lanterns, you designate a single kind of matter the lanterns can touch and be touched by, which can be a creature type (such as Undead or humans), a structures of a specific period (such as post-WWII construction, structures dating back to the Feudal period), or objects of a particular material (stone, cloth, steel). This choice cannot reference intangibles like class, level or Hit Die, nor things such as alignment or personality, only obvious physical characteristics.

The ghost lanterns pass harmlessly though all other matter, objects and creatures. However, when they touch or are touched by their designated trigger matter, they explode, and that creature or object suffers 1d6 fire damage (REF half) per lantern that strikes them.

This spell when all lanterns touch their triggering matter and explode, when all lanterns move out of the spell's range, or when the duration elapses.

GIRL MEAT FACTORY

School conjuration (death) **Level** druid 10, witch 10
Casting Time one hour
Components V, S, sacrifice (22 total HD of humanoid females, in any combination, executed during the spell's casting)
Range medium (100 ft + 10 ft/level)
Duration instant
Saving Throw None **Spell Resistance** No
This blood-soaked spell conjures a horrifically efficient slaughterhouse and meat processing factory dedicated purely to the execution, butchery and packaging of women as meat. When this spell is cast, the caster designates a single doorway or entryway, which opens to a permanent inter-dimensional space. During the casting ritual, the caster must execute 22 HD worth of humanoid women in ways reminiscent of the intended slaughter methods the factor will utilize.

This inter-dimensional space functions much as *creation academy*, and is similarly customizable by the caster. The inter-dimensional space created by the spell creates a pocket reality several hundred acres across, and the focal point is a huge, well-secured barracks capable of housing nearly 1,000 captive humanoids, as well as a highly efficient slaughterhouse. The slaughterhouse features a variety of execution and torture devices limited only by the caster's sadism and imagination. Nearby is a refrigerated meat packaging warehouse.

Unless the caster specifically decides otherwise, the land in this pocket dimension has enough plant and simple animal life to easily sustain up to the maximum number of captive with some effort. The slaughterhouse can process hundreds of victims per day. Victims slain, butchered and packaged within the girl meat factory are affected as by *cannibal processing*.

While within the pocket reality, the spellcaster and allies he or she designates receive a +10 competence bonus on Intimidate checks made against female creatures, as well as a +10 competence bonus on Profession (butcher) checks. Weapons wielded by the caster and designated allies gain the *deadly* mundane weapon quality, and the *keen* magical weapon quality. Finally, while working within this pocket reality, the caster can produce magical items involving or directly related to cannibalism in half the usual time, and at roughly half the usual creation cost.

GLORY OF THE CHRYSANTHEMUM THRONE

School conjuration (creation, good) **Level** cleric 9
Casting Time one standard action
Components V, S, M (a chrysanthemum blossom), Cultural Template (Imperial Family)
Range long (400 ft + 40 ft/level)
Area cylinder (5 ft/level radius, 80 ft high)
Duration 1 round/level (D)
Saving Throw FORT negates (see text)
Spell Resistance yes
You create a gleaming petal throne of crimson and gold formed in the likeness of an unfolding chrysanthemum that gleams with bright light equivalent to *daylight* that fills the entire area, sparkling through innumerable ghostly blossoms floating through the air.

These crystalline blossoms float harmlessly around non-evil creatures, but they explode in deadly shards in the presence of evil. Evil creatures entering or beginning their turn in the area take 5d6 points of piercing and slashing damage every round (no save), and in addition must succeed on a FORT Save each round or become nauseated until they leave the area.

The glittering crystal chrysanthemums scatter and refract the vision of evil creatures, resulting in a 20% miss chance on ranged attacks they make while either they or their target is within the rain of chrysanthemum petals.

You may designate yourself or another creature (who must possess the Imperial Family cultural template) within range as the rightful regent to sit upon that royal seat, and as long as that creature remains seated upon the throne, it gains a +6 enhancement bonus to Charisma. Attacks against a creature seated upon the throne have a 50% miss chance for ranged attacks and a 20% miss chance for melee attacks, as the blossoms of celestial crystal swarm around the throne to protect it.

GREENPEACE CONVERSION

School transmutation **Level** alchemist 4, druid 4
Casting Time one minute
Components V,S, M (preserved samples of moss, lichen or fungus)
Range personal or touch
Duration 1 hour/level (D)
Saving Throw none **Spell Resistance** no
You transform either yourself or a willing creature into a green skinned, plant-based lifeform that is both perfectly adapted to survive a polluted future, and eerily beautiful. Because this spell can only affect a willing target, it has no saving throw.

For the spell's duration, the recipient is considered a creature of the plant type rather than their original creature type. The recipient becomes immune to mind-affecting abilities, disease, poison and suffocation or drowning (though they still need some atmosphere to function and cannot survive hard vacuum). The creature does not need to eat, and are immune to starvation though they still need to drink.

While in this plant-based form, you gain Fast Healing 1 (fire) and cannot become fatigued or exhausted while in direct sunlight. Your body purifies the air around it; any inhalation poisons or atmospheric impurities in your square and adjacent squares are negated. As a result of this pure oxygen aura, you become Vulnerable to Fire while in plant form.

Unfortunately, the mental changes brought upon by this spell make you less intelligent and assertive. For the spell's duration, you suffer a -4 penalty on INT (to a minimum of INT 3) and a -4 penalty upon Initiative checks.

GROTESQUE ORAL LUSTS

School transmutation **Level** alchemist 4, druid 5, magus 4
Casting Time one standard action
Components V, S, M (a tiny vial of menstrual blood)
Range personal
Duration concentration
Saving Throw None **Spell Resistance** No
Your tongue swells until it spills out of your mouth, and continues to swell until it becomes an endless writhing serpent formed of wet, pink flesh. You can grapple, molest, even heal the willing with long slurping strokes of your tongue.

When you cast *grotesque oral lusts*, your tongue elongates to fill a number of 5 ft squares equal to your caster level, which are fully shapable, though all squares containing your tongue must be adjacent to at least one other square containing the tongue. While *grotesque oral lusts* is in effect, you cannot speak or make vocal noises. Your tongue can share squares with other creatures, but doing so causes the square to be considered difficult terrain. Your tongue is considered to be a Tiny creature using your DEX modifier, and has 10 HP; if severed this spell immediately ends and you are considered *sickened* for 1d6 rounds.

While this spell is effect, you can grapple any number of creatures with your tongue, and do not gain the grappled condition yourself. You may use either your CMB or your ranks in Perform (sexual) to begin and maintain a grapple. Grappling in this manner is morally neutral, but if you choose to commit an act of rape while using this power, you gain a profane bonus on your grapple check equal to 3 + your CHA modifier on all grapple checks for one round.

Additionally, if you choose, you can provide a pleasurable healing lick to any creature sharing a square with your tongue as a move-equivalent action. Doing so requires a DC 15 Perform (sexual) check, and if successful you restore 1d6 HP + 1 additional HP per point you beat the DC by, to a maximum of 1d6+10 HP.

HANGING FROM THE TORRII

School conjuration (teleportation)
Level bard 5, cleric 5, oracle 5
Casting Time hanging ritual that can take varying lengths of time to complete
Components V, S, hanging
Range 30 ft burst
Duration instant
Saving Throw WILL Negates (harmless)
Spell Resistance Yes

This spell requires the caster to strangle from a burgundy cord beneath the arch of a torii gate. Doing so opens a window between worlds. At the spell's conclusion, all allies within 30 ft, including either the caster or her body are teleported to a place in either the Tatakama or the Earth Realm that the caster has either visited before or knows well. There is no possibility of error.

If the caster chooses to die during the casting of the spell (casting the spell on the 3rd round of suffocation), this spell will instead teleport the caster's body and her allies to an outer plane of the spellcaster's choice. If the caster has previously visited the chosen plane, the spell will deposit them in a place she knows well, if not it will be a random, relatively safe destination on the chosen plane.

HAPPY SWELL

School transmutation **Level** druid 0, sorc/wiz 0, witch 0
Casting Time one standard action
Components V, S
Range touch
Duration one hour
Saving Throw FORT Negates (harmless)
Spell Resistance No (harmless)

This simple spell engorges the breasts and genitals, making them incredibly sensitive and much, much larger and more impressive than normal. For the spell's duration, the character receives a +2 morale bonus on Perform (sexual) checks.

HEMETIC KATANA

School necromancy **Level** alchemist 1, druid 1, magus 1, sorc/wiz 1, witch 1
Casting Time one standard action
Components V, S
Range personal
Duration 1 round /level
Saving Throw FORT Partial (see text)
Spell Resistance Yes (see text)

A quick slash along the wrist or the palm of the hand spills the caster's living blood, which quickly congeals into a razor sharp katana of clotted, magical blood. Creating the blood sword is extremely painful.

The Hemetic Katana's power is determined by how much damage the caster chooses to suffer in the casting. The more damage she takes, the more powerful the blade becomes, as shown on the chart. This damage cannot be reduced by spell resistance or other defenses. The Hemetic Katana is considered a magic weapon for the purpose of overcoming DR; the wielder is considered proficient in its use.

Damage Suffered by the Caster	Hemetic Katana Statistic	Hemetic Katana Special Qualities
1d6 damage	1d10 slashing, crit 20/x3	None
1d6+2 damage	2d6 slashing, crit 20/x3	None
2d6 damage	2d6 slashing, crit 19-20/x3	Bleed 1 point/roun
3d6 damage	2d8 slashing, crit 19-20/x3	Bleed 1 point/ round, 10 ft reach

HOBBLING ORGASM

School necromancy (mind-affecting)
Level alchemist 2, cleric 2, druid 2, magus 2, sorc/wiz 2
Casting Time one standard action
Components V, S
Range close (25 ft plus 5 ft/2levels)
Duration one round/level
Saving Throw WILL partial (see text)
Spell Resistance Yes

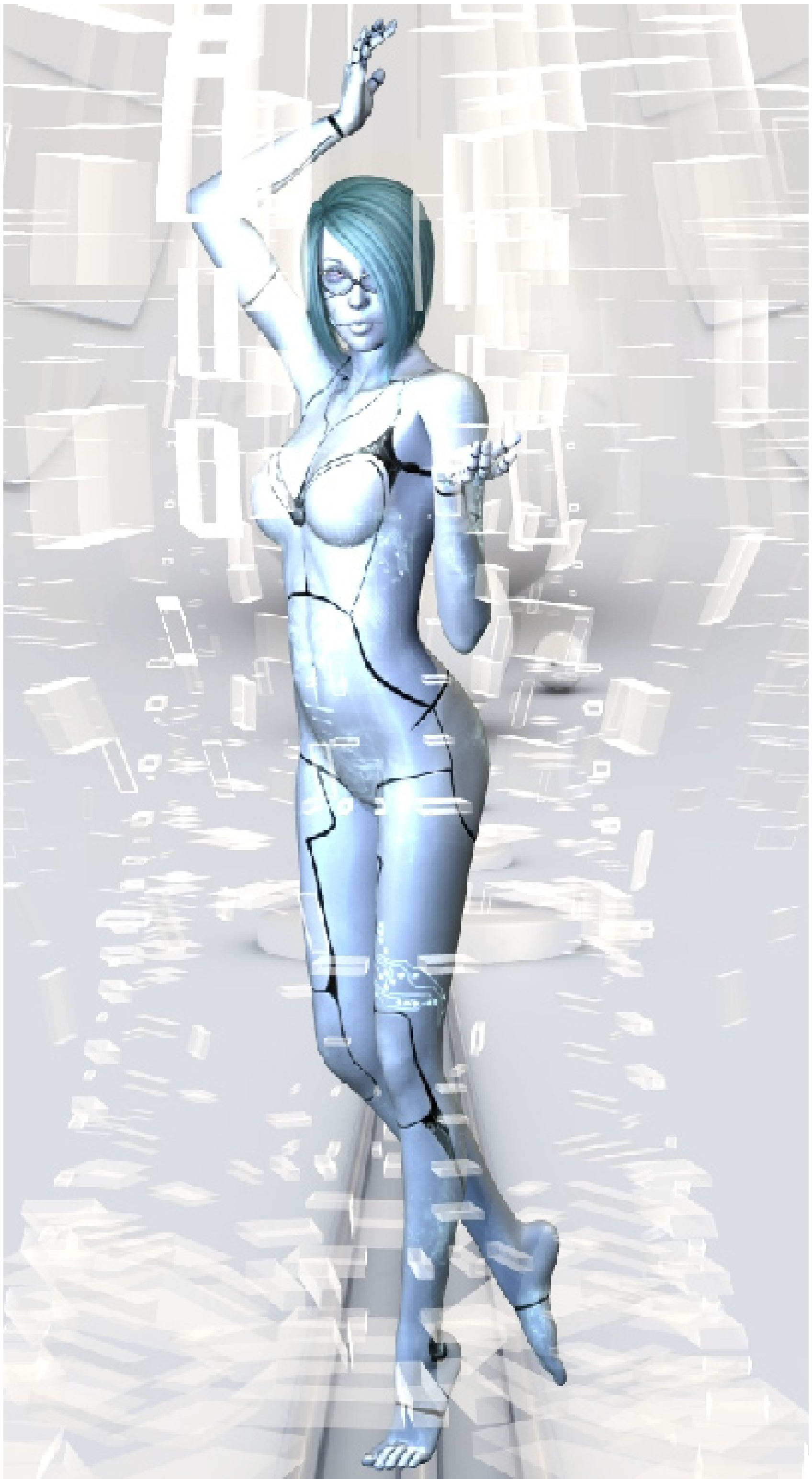
The victim is lashed with crackling pink energy that makes them cum again and again and again, until they're a shuddering, sweat-soaked wreck. On each round of the spell, the victim experiences a powerful orgasm that is considered a move-equivalent action that does not provoke attacks of opportunity. Each round after the first, the victim can attempt a new WILL Save to end the effect.

If the victim is affected by Hobbling Orgasm for more than five rounds, he or she is considered *fatigued* when the spell ends. If affected for more than 10 rounds, he or she is considered *exhausted* instead, and must drink at least a day's ration of water before the *exhausted* condition may be removed by any means.

HOLY INCEST

School enchantment **Level** cleric 3, paladin 2
Casting Time one hour
Components V, S, M (clothing worn by the caster's parents or other close relatives)
Range touch
Duration instant
Saving Throw WILL negates (harmless)
Spell Resistance Yes (harmless)

This spell is taught to divine servants of deities who



embrace consensual incest as a strange, fetishistic sacrament of love. When the spell is cast, the caster embraces the spell's recipient for the duration of the casting. When the spell is complete, the spell's recipient is considered a close relative of the caster (parent, child, sibling) for the purpose of spells, powers and effects related to incest or family relation. Both the caster and spell's recipient gradually develop new, shared memories of their 'relationship', though they do not forget existing memories or relationships. If the caster uses this spell to transform his lover into his mother, his memories of his own, true mother, are unchanged, existing alongside the new memories the spell provides.

HOME ORDER

School divination (law) **Level** cleric 2
Casting Time one standard action
Components V, S, DF
Range personal
Duration one round/level (D)
Saving Throw None (harmless)
Spell Resistance No (harmless)

This spell allows a Maid to instantly spot things that threaten the order of her home, and to fight off such threats with a ferocity that nobody expects from a cute little girl in a lacy apron.

While this spell is active, you receive a bonus on Sense Motive and Perception checks made to detect direct threats to your master's home (such as burglars, the smell of smoke from a fire, a bomb, ect) equal to your ranks in Profession (domestic). In addition, for the duration of the spell, you receive a morale bonus equal to ¼ your ranks in Profession (domestic) on attack rolls and skill checks made to overcome or eliminate the threat, such as Disable Device checks to defuse a bomb.

HONEY REBUILD

School transmutation (electrical)
Level alchemist 5, sorc/wiz 5
Casting Time one hour
Components V, S, M (an inert POETICA android form, worth at least 5,000 gp/DC 23)
Range touch
Duration instant
Saving Throw None (see text) **Spell Resistance** No

This spell transfers a dying or recently departed soul into the waiting body of a POETICA android, the transfer accompanied by a storm of golden lightning. POETICA created in this manner have instantly recognizable golden hair, regardless of the default shade of the android body used in the ritual.

This spell functions much as *reincarnate*, save it transfers the subject's soul into a POETICA chassis provided by the spellcaster. If the recipient identifies as male, over the next several hours, the POETICA's body assumes masculine gender, producing a rare male POETICA. The recipient's soul must be free and willing to return as a POETICA- if not the spell simply fails. The recipient's soul chooses the POETICA's job class. The recipient loses all existing racial traits and gains new POETICA racial traits; if the recipient has race specific traits or feats, they are lost and replaced with new traits and feats the recipient now qualifies for.

This spell will function on a subject that is currently dying (at 0 HP or fewer) if the recipient is willing, as well as on creatures dead up to one hour/2 caster levels when the ritual begins.

HONORABLE SUICIDE

School abjuration (lawful) **Level** paladin 4, inquisitor 4
Casting Time One minute (see text)
Components V, S, DF, Focus (masterwork or magical slashing or piercing weapon)
Range personal
Duration instant
Saving Throw None **Spell Resistance** N/A
Rather than allow your ideals to become compromised, or your honor to be stained by mental compulsion, you commit seppuku to free your spirit. At any time, if you fall victim to any mind-influencing ability that would cause you to act chaotically or dishonorably, or to betray your oaths and ideals, you may as a free action, choose to cast this spell rather than succumbing to the effect. You must immediately begin the preparatory ritual of this spell-kneeling and slicing your abdomen open with the blade that forms this spell's focus.

Casting this spell kills you, but immediately ends the mind-influencing effect and acts as an *atonement* spell. If you are subject to any effect that would prevent your soul from freely traveling to the afterlife of your faith, such as a curse or demonic pact, it is broken. You may be raised or resurrected normally.

If prevented from completing the ritual, or if you choose to take other actions once the ritual begins for more than one round, this spell immediately ends and you become subject to the original mind-influencing effect, as if the spell were never cast.

HORRORCORE TRANSFORMATION

School transmutation (chaotic, evil)
Level cleric 7, sorc/wiz 7
Casting Time one standard action
Components V, S, M (a vial of virgin's blood)
Range personal
Duration 1d4 rounds + special
Saving Throw None **Spell Resistance** No
You undergo a horrific and violent transformation, becoming a gigantic, hideously deformed avatar of murder, rage and carnage. While so transformed, you under go the following physical changes:

- Your size increases to the next size category (Medium creatures become Large).
- You gain a +20 ft increase to your base landspeed.
- You gain a +6 enhancement bonus to your STR and CON scores, exactly as spells like *bull's strength.*
- You gain a +4 natural armor bonus to AC.
- You gain Fast Healing 1 (good and fire).
- You cannot speak, cast spells or use psionic powers, nor use abilities requiring patience or concentration, exactly as a barbarian's rage.
- You gain the Power Attack, Cleave and Great Cleave feats for the duration of the transformation.
- You gain two claw attacks as primary natural attack forms (1d12+STR slashing plus Bleed 3, 18-20/x3). If you hit with both claws you may make a bite attack (1d10+STR piercing plus 1d6 acid, 20/x4) as an immediate action.

You remain in your horrorcore form for 1d4 rounds, but may extend this duration by your actions. Everytime you kill an opponent with HD at least equal to your own, you extend the duration of the effect by +1d4 rounds. This increase is cumulative and does not have a cap. You may not return to your normal form until the spell's duration expires, the spell is dispelled or you are slain.

HOWL OF HELL

School evocation (evil, sonic)
Level bard 2, cleric 2, magus 2, sorc/wiz 2, witch 2
Casting Time one standard action
Components V, S
Range 60 ft cone
Duration instant
Saving Throw WILL partial (see text)
Spell Resistance yes
As you unleash an unearthly scream shrill enough to shatter glass, your lips blacken and pull back from bloody gums. When you cast Howl of Hell, you suffer 1 HP of damage for every d6 of damage the spell inflicts, and cannot speak or make any vocal noise for one round after casting this spell.

All creatures and objects within the spell's area of effect suffer 1d6 points of damage per two caster levels (maximum 10d6), and are *deafened* for one minute. Half this spell's damage is sonic damage and half is profane damage, not subject to energy resistance or immunity. A successful WILL save halves the damage and prevents the *deafness*. This spell can be easily heard from several miles away, and ordinary glass within 100 ft of the spell might star and crack (or even shatter, if especially thin).

HYPERPOP NEON SCREAM

School evocation (light, sonic) **Level** bard 4
Casting Time one standard action
Components V, S, cultural template (Otaku)
Range medium (100 ft + 10 ft/level)
Duration 1d4 rounds
Saving Throw see text **Spell Resistance** yes
A lance of clashing neon and throbbing, screaming ultrasonics erupts from the caster's mouth. For a split second, the target is assaulted with psychedelic images and distorted, skewed music- the opening themes of ten thousand anime, before the sonic assault rips them apart.

Only a caster with the Otaku cultural template may use this spell. The target of the spell suffers 5d6 points of sonic damage + 1d6 points of damage per two caster levels (15d6 maximum) and are *stunned* for 1d4 rounds.

Rather than a conventional saving throw, the spell's target can resist its effect and only take half damage and negate the *stunning* condition with a successful Knowledge (pop culture) check at the spell's DC. If this spell is used against a character with the Otaku cultural template, or a member of the Doujinishi race, they automatically succeed on their saving throw.

IMPROBABLE WEAPON

School transmutation **Level** cleric 3, paladin 3
Casting Time one standard action
Components V, S
Range touch
Duration 1 round/level (D)
Saving Throw Yes (object) **Spell Resistance** Yes (object)
This spell transforms a touched melee weapon into a gigantic exaggeration of its normal self. The improbable weapon created is massive, a thing of swooping curves, exaggerated angles and massive decorations. The wielder is often dwarfed by their Improbable Weapon.

The Improbable Weapon suffers a -5 penalty on attack rolls, but its critical multiplier is increased by x1, and its critical threat range is increased by 5 points. This does not stack with other effects that increase critical threat range. The Improbable Weapon's greater size increases the weapon's basic damage dice by one step.

The weapon's other properties, including apparent weight and bulk do not, at least not as far as game-play statistics are concerned.

D4	D6	D8	D10	D12	2D8	2D10	2D12

IMPROBABLE WEAPON, GREATER

School transmutation **Level** cleric 5
This spell functions like *Improbable Weapon*, except the Improbable Weapon suffers a -10 penalty on attack rolls, its critical multiplier increases by x2, and its critical threat range is increased by 10 points.

IMPUDENT LITTLE TONGUE

School enchantment (compulsion)
Level alchemist 1, bard 0, sorc/wiz 0
Casting Time swift action
Components S, female gender only
Range close (25 ft plus 5 ft/2 levels)
Duration instant
Saving Throw None (harmless)
Spell Resistance No (harmless)
A little girl spell-caster sticks out her tongue, both arousing and enraging those who see her. All allies within range who can clearly see the spell caster may make a new saving throw against any compulsion effect. If this save succeeds, the compulsion effect ends or is mitigated, as if they made the initial saving throw.

INFINITE AMMUNITION

School conjuration (creation) **Level** magus 2, sorc/wiz 2
Casting Time 1 standard action
Components V, S
Range touch (up to one weapon / 2 levels)
Duration 1 round/level (D)
Saving Throw None **Spell Resistance** No
This spell functions as *Reload!* except that weapon instantly refills its ammunition each time the clip, magazine or energy cell is expended for the spell's duration. These additional refills take place automatically and do not require an action on the user's part. Weapons must be completely emptied before reloading.

INFINITE CATGIRLS

School conjuration (creation)
Level alchemist 6, sorc/wiz 7, witch 7
Casting Time one standard action
Components V, S, racial (Nekomusume or other feline race)
Range 10 ft
Effect one duplicate plus one additional duplicate per 5 caster levels
Duration 1 round/level (D)
Saving Throw none **Spell Resistance** no
With a long, drawn out and openly sexual meow that quickly becomes a harmonious chorus of catgirl voices, you summon a bevy of identical catgirl duplicates of yourself. You create several identical duplicates of your own body, which share your ability scores, class levels, skills, feats,

and memories. They have nonmagical duplicates of all of your equipment, but they cannot use supernatural or spell-like abilities, cast spells, or activate spell-completion or spell trigger items (unless they make a successful Use Magic Device skill check).

These duplicates have one-quarter your current hit point total at the time the spell is cast, and if a duplicate is killed its body and possessions disappear and you take 3d6 points of damage. You can dismiss one or more duplicates as a standard action without taking damage, and they disappear at the expiration of the spell without harm to you. Your duplicates are indistinguishable from you and are completely obedient to you and friendly toward one another and your allies. You can order your duplicates to take any actions you wish, even dangerous or suicidal actions.

INSPECTION READY

School transmutation (law) **Level** cleric 0, inquisitor 1, paladin 1, sorc/wiz 0
Casting Time one standard action
Components V, S
Range set of clothing touched
Duration instant/1 hour
Saving Throw None **Spell Resistance** No
This spell is common occult-savvy JSDF troops, especially the vain Assault Witches themselves, who'll gladly pony up half a weeks pay for a casting before a major inspection if they can't cast it themselves. When this spell is cast, it cleans and makes minor repairs (stitching rips, replacing buttons ect) to a single uniform; the uniform's medals and decorations, if any, change to conform exactly to the uniform standards of the issuing body. For one hour after the casting, a character wearing the Inspection Ready uniform receives a +1 enchantment bonus on Diplomacy and Profession checks made against lawful members of the same military body.

INSTANT MEDIO

School transmutation **Level** sorc/wiz 2
Casting Time one standard action
Components V, S, M (lace or a button from a maid's outfit)
Range personal
Duration instant
Saving Throw FORT negates (object) **Spell Resistance** No (object)
When this spell is cast, any non-magical ordinary clothing you are wearing undergoes a startling transformation. With a rush of light and a smell of fresh baked bread, your clothes transform into an elaborate *medio*. If your clothing is damaged, soiled or low quality when transformed, it will become a low end but perfectly servicable *medio*. This spell cannot affect any form of magical clothing, nor will it affect any clothing that provides an equipment bonus to Armor Class.

You choose the color, style and cut of the medio, but each medio you create always shares certain visual characteristics. These signature elements unmistakably brand a medio as yours.

IRON CHASTITY

School abjuration **Level** cleric 3
Casting Time one standard action
Components V, S
Range personal
Duration 24 hours (D)
Saving Throw None **Spell Resistance** No
This spell makes the caster's body and mind inviolate, and prevents the many horrors of the Black Else from violating the caster in any way. For the spell's duration, the caster is treated as possessing the *Iron Heart* racial trait, and cannot be compelled or coerced into sexual behavior by any magical or supernatural means.

In addition, all the caster's body orifices are warded by a potent mystical barrier, which when it exists, resembles a human girl's hymen. None of the caster's orifices, including their mouth, can be physically penetrated against their will by spells or effects that function by penetration, such as the *wombscrape* feat, the *fucked to death* spell and similar abilities. These magical hymens do not impede the subject's ability to speak, urinate or defacate, use sexual powers of their own, or engage in consensual sex acts.

IRREPRESSIBLE VITALITY

School enchantment (mind-affecting)
Level alchemist 4, bard 4, magus 4
Casting Time one standard action
Components V, S, Pettanko
Range self
Duration 1 round/level
Saving Throw none **Spell Resistance** no
Colorful sparkles and tiny fireworks erupt from the caster's tiny breasts as she casts this spell, and for the spell's duration, her body shimmers with a rainbow glow. For the spell's duration, the caster becomes hyperactive, hyper-enthusiastic and nearly unstoppable – the definition of *genki*.

For the spell's duration, the caster is affected as by *haste*. In addition, she gains Pleasure Resistance 10 and Negative Energy Resistance 5. While affected by irrepressible vitality, she receives a +4 morale bonus on saves versus fear and pain effects, as well as against poison. However, the caster cannot use any skills requiring patience or concentration while affected by this spell, and at the end of the spell's duration, she becomes *exhausted* for one minute.

However, if the caster consumes one of the magical cakes produced by the *cake for the heart* spell while under the effects of this spell, the duration of *irrepressible vitality* resets, as if she had just cast the spell at the moment the cake was consumed.

JOSS MARKET

School conjuration (creation) **Level** bard 6, cleric 6
Casting Time one minute
Components V, S, M (money to be sacrificed- see text)
Range close (25 ft + 5 ft/level) medium (100 ft + 10 ft/level) long (400 ft + 40 ft/level)
Duration until the next sunrise
Saving Throw None **Spell Resistance** No

This spell conjures a phantom market stall, with a ghostly attendant, resembling an ancient wooden *yatai* (a sales cart). Despite the phantasmal yatai's archaic appearance, it sells ghostly versions of the most modern devices available, from the latest iteration of the iPod to operating room equipment. The ghostly merchant of the Joss Market can even produce magical weapons and wondrous items if asked. Just speak your request to the ghostly marketer.

The Joss Market spell allows characters to purchase virtually any good imaginable, very, very cheaply. However, these items are only semi-real and disappear at the next sunrise. The item's discounted purchase price is the spell's material component, and must either be in the form of paper money or a prepaid debit card which vanishes in a puff of smoke and fire when the spell is cast.

- Ordinary and mundane luxury goods (such as laptops, designer clothes, toys and other consumer goods) can be purchased from the Joss Market for 10 gp/DC 3.
- High tech tools and specialized equipment can be purchased for 50 gp/DC 7.
- Civilian ground vehicles can be purchased for 100 gp/DC 10.
- Civilian aircraft (helicopters, business jets) can be purchased for 1,000 gp/DC 18.
- Magical melee weapons and armor up to +3 enchantment bonus or equivalent special abilities can be purchased for 5,000 gp/DC 23.
- Wondrous Items worth up to 10,000 gp can be purchased for 1,000 gp/DC 18.
- Food, drink and consumable magic items, such as potions cannot be purchased at a Joss Market, because they produce lasting nutrition. Single use magical items and single use weapons (like grenades) cannot be purchased at a Joss Market. Nor can handguns and firearms be purchased at a Joss Market.

Once the purchase is made, the Joss Market and its ghostly salesman vanishes.

The Joss Market spell is designed to allow even lower level parties or poor adventuring teams to get their hands on the best mundane gear, cool vehicles and even some mid-level magic items. The cool toys all vanish at the end of the night, giving players some firepower with a built-in limiting factor. It also gives the adventuring party a way to access magic items and military hardware if they don't know a fixer or an arcane artisan.

JOSS MONEY

School enchantment **Level** bard 0, cleric 0, oracle 0
Casting Time full round action
Components V, S, M (money sacrificed, see text), racial (caster must be either Japanese or born to the Tatakama)
Range personal or close (25 ft + 5ft/level)
Duration one minute/level
Saving Throw None **Spell Resistance** No

When this spell is cast, the caster offers up a huge handful of paper money which disappears in a flash of crimson and white smoke. (In these modern times, a prepaid debit card with the amount to be sacrificed can also be used.) The amount of money sacrificed determines the spell's numerical effects. The spellcaster can cast this spell to benefit another person, who must be present, and must offer the money for sacrifice.

While this spell is active, the character who sacrifices the money (which can be someone other then the caster) receives a Luck bonus on the supernatural and spell-like abilities of Fey, Outsider and Undead creatures native to Japan or to the Tatakama, as well. The character gains a Luck bonus on Diplomacy checks against the same types of creatures.

Money Sacrificed	Luck Bonus vs SU and SP abilities	Luck Bonus on Diplomacy checks
10 gp DC 3	+1	+4
50 gp DC 7	+2	+6
90 gp DC 9	+3	+8

KAMI'S BIRTH

School conjuration (creation- see text)
Level cleric 6, summoner 6
Casting Time one standard action
Components V, S, M (a specially prepared ofuda worth 100 gp/DC 10)
Range touch
Duration instant
Saving Throw None **Spell Resistance** No
This spell creates a new Kami, who appears nude from the heavens in a shower of glimmering sakura petals, from an ancient object or natural site. The item that gives birth to the Kami must either be at least 100 years old (such as an heirloom katana) or a place of natural power (such as a particular waterfall or stretch of forest). The created Kami's appearance and racial abilities are determined somewhat by the object used to create him or her, and the Kami's appearance reflects this object (such as a water Kami having long flowing blue hair).

The Kami possesses average ability scores and a single heroic class level of the caster's choosing. The Kami's alignment is the same as the caster, save that if she has an alignment domain (such as Evil or Law), she will have the selected domain as a component of her alignment. The Kami is initially friendly towards the caster, but is not under the caster's direct control.

If the created Kami chooses a domain (s) associated with a spell descriptor, such as Water or Good, this spell gains the descriptor (s).

KARAOKE PERFORMANCE

School enchantment **Level** bard 1
Casting Time one immediate action
Components V, S
Range close (25 ft + 5 ft/level)
Duration concentration
Saving Throw None (harmless) **Spell Resistance** No (harmless)
There's one thing the Japanese above all else: karaoke nights with friends after a hard day at the office. While maintaining any bardic performance or bard spell with a duration of concentration, you may cast this spell as an immediate action that does not break concentration on the effect being maintained. You designate one ally within the spell's range, who must have at least one rank in the Perform skill being used for the performance. That ally takes over maintaining concentration on the spell.

KAPPA'S OBSCENE KISS

School transmutation (evil, skatto) **Level** cleric 5, witch 5
Casting Time one standard action
Components V, S
Range close (25 ft + 5 ft/level)
Duration instant
Saving Throw FORT partial (see text)
Spell Resistance yes
You create an intense, shredding suction that rips a victim's intestines out through their anus and dices them. This deadly skatto spell is named for the legendary kappa, a Japanese river monster which often killed men by violating their anuses in a similarly gory manner.

If the target fails their FORT Save, they suffer 3d6 points of permanent CON drain and 3d6 points of ongoing Bleed damage per round, which may be stopped with a DC 15 Heal check or any amount of magical healing. The victim's intestines are permanently destroyed- they can no longer receive any benefit from eating or drinking, nor can they benefit from consumable items. The victim begins to starve and dehydrate; only powerful magic such as *Heal* can restore the destroyed intestines.

A successful FORT Save halves the permanent CON drain, reduces the ongoing Bleed to 3 points per round, and negates the permanent destruction of the intestines.

KIMONO, ABORTIVE

School necromancy
Level alchemist 2, cleric 2, sor/wiz 2, witch 2
Casting Time One standard action
Components V, S, Focus (a snow white silk kimono worth at least 25 gp)
Range touch
Duration 1 hour/level or until discharged
Saving Throw FORT negates **Spell Resistance** Yes
When this spell is cast, it anchors its power to a silk kimono- the fabric feels unnaturally warm, like fevered skin, and slightly damp. If the kimono is donned by a pregnant female of the humanoid, monstrous humanoid or giant types before the spell's duration ends, the spell snaps shut like a bear trap.

If the woman fails her FORT save (or voluntarily waives it), the pregnancy ends, and what would have been the child is transformed into a dark image dyed into the kimono's fabric. This hauntingly detailed black and crimson image depicts two animals locked in a strange struggle or even stranger embrace, one animal representing the Junishi month of the fetus' conception, and the other, the expected Junishi month of its birth.

KIMONO, KEVLAR

School transmutation
Level magus 2, sorc/wiz 2
Casting Time one standard action
Components V, S, F (kimono to be enchanted)
Range kimono touched
Duration 1 minute/level
Saving Throw None **Spell Resistance** No
By touching a kimono, the spellcaster stiffens the fibers into dense, interwoven bundles of Kevlar. The colors dim and the kimono's weave roughens, but the light robe gains phenomenal protective property.

The Kevlar Kimono provides the wearer with a +2 equipment bonus to Armor Class. It provides Damage Reduction 2/magic against Ballistic damage. A Kevlar Kimono has no armor check penalty or arcane failure chance.

KIMONO, VOYEURISTIC

School divination
Level bard 1, inquisitor 1, sorc/wiz 1
Casting Time One standard action
Components V, S, Focus (a snow white silk kimono worth at least 25 gp)
Range touch
Duration 1 hour/level or until discharged
Saving Throw None **Spell Resistance** No
When this spell is cast, it anchors its power to a silk kimono- the fabric throbs faintly, like a soft heartbeat. If the kimono is donned by a creature of the fey, humanoid, monstrous humanoid or giant types before the spell's duration ends, the spell snaps shut like a bear trap.

The kimono instantly develops a complex silkscreened scene, which seems to bleed out of the white fabric to permanently stain the silk. This scene depicts a couple in a passionate, sexual embrace, while several onlookers, from all stations of Tatakama society look on. The image depicts the wearer's sexual orientation, reflected in the genders of the lusty couple, while the rest of the image encodes a variety of other knowledge about the wearer's sexual habit in its details.
Those viewing the kimono's image know the wearer's sexual orientation, a rough estimate of the wearer's number of lovers, their preferred sexual positions and habits. If the wearer has ever slain a lover, the image is dyed crimson, while if the wearer has ever committed rape, the image is faded and yellowed, as if by years of sweat. This strangely stained kimono, though haunting, holds no trace of magic once the spell ends.

KIMONO, GREATER KEVLAR

School transmutation **Level** magus 5, sorc/wiz 5
This spell functions identically to *Kevlar Kimono*, save the equipment bonus is +6 and the spell's Damage Reduction is 10/magic against Ballistic Damage.

KISS OF DEATH

School necromancy (death, evil) **Level** witch 7
Casting Time one standard action
Components V, S
Range personal
Duration 10 minutes/level (D)
Saving Throw FORT partial (see text)
Spell Resistance No
You run your fingers across your lips (though imaginative spellcasters sometimes similarly enchant their breasts or genitals), coating them with powerful necromantic magic that gleams like purple gloss. The first creature that kisses your lips must succeed at a FORT Save or be killed instantly. Even on a successful save, the victim suffers 7d6 damage, which may kill the victim anyway.

LATE TRAIN

School conjuration (creation) **Level** sorc/wiz 5
Casting Time one standard action
Components V, S, M (2-5 gp/ DC 2 thrown onto the empty tracks)
Range close (25 ft plus 5 ft / level)
Duration one journey, up to 1 mile / level
Saving Throw None **Spell Resistance** No
This spell conjures an ethereal subway train consisting of an engine and 2-3 cars, all composed of pale blue light. The late train can carry dozens of passengers or vast amounts of cargo, all of whom must be present and board (or be loaded onto) the train within 5 minutes of the spell's casting. This ghostly subway train journeys to a destination of your choosing at roughly the same speed as an ordinary train. It automatically bypasses occupied lines, taking back tunnels and mysterious shortcuts between worlds, so as not to encounter other trains on the tracks. The train journeys as close as possible to a location you designate, traveling along existing subway or train lines, and stopping, if possible at a regular stop near your desired destination.

LIFES RESURGENCE

School conjuration (good, healing) **Level** cleric 5
Casting Time one minute
Components V, S, DF, M (seven pieces of *Yurei Kosodate-Ame* candy, worth 1,750 gp/DC 20 total)
Range touch
Duration instant
Saving Throw None **Spell Resistance** No
When Life's Resurgence is cast upon a willing undead creature, the eerie candies that are the spell's material component flow around the undead like a thin sheet of pinkish crystal, while the chiming voices of ghostly children fill the air with song, a spectral chorus.

At the spell's climax, the undead creature returns to life as a creature of its original race, as if returned to life via *raise dead.* The undead creature returns to life with the alignment and moral outlook it possessed at the moment of its death and transformation into undead. As an undead subject must be willing to undergo this spell, *life's resurgence* offers no saving throw. If the undead is under any form of compulsion or enchantment, the spell fails. This spell can return an undead creature to mortal life regardless of how long ago it died, so long as the creature did not die of old age prior to becoming undead.

Campaign Setting Note: If this spell, or it's augmented version, ever 'crossed over' into the *Otherverse America Campaign Setting*, it would transform an affected Neverborn into a baseline human, despite the fact Neverborn began their existences as undead, and were never truly living humans. It's up to the gamemaster if other exotic undead are affected in a similar manner.

LIFES VIOLENT RESURGENCE

School conjuration (good, healing) **Level** cleric 8
Casting Time one standard action
Range close (25 ft + 5 ft/two levels)
Saving Throw WILL partial (see text)
Spell Resistance Yes
Take the generosity of spirit and merciful absolution of the *life's resurgence* spell and focus it, hone it, transform it into a weapon. *Life's violent resurgence* functions similarly to *life's resurgence*, save that it can affect unwilling undead who fail a WILL Save. On a successful saving throw, the undead suffers 8d6 points of positive energy damage, which may be enough to destroy it outright. The spellcaster may choose not to inflict energy damage upon an undead who resists this spell.

LIVE RECORDING

School conjuration (creation, electrical) **Level** bard 1
Casting Time one standard action
Components V, S, F (electronic device to receive the performance)
Range personal
Area 60 ft radius
Duration one performance (up to 5 minutes length)
Saving Throw none (harmless, object)
Spell Resistance no (harmless, object)
This spell records a single song you begin performing at the end of the spell's casting time at high resolution and transmits the recording to all devices capable of storing the recording (either in audio or video format, or both, depending on device) within the spell's range.

The recording is of the highest quality a particular device can play or display, and only affects devices capable of storing the recording, which is of an average media type (and file size) for the device. For example, a tape recorder

with a blank tape inserted will receive an audio recording of the performance, though an empty tape recorder is not affected; the recording will be a digital file if 'recorded' by a smart phone or laptop computer, ect. No magical qualities inherent in the performance are stored.

LOLI LOVE KISS

School enchantment **Level** alchemist 2, bard 2, magus 2
Casting Time one swift action
Components V, S
Special Requirement Caster must possess at least one trait or feat with Loli in the name, as well as the Kiss Friend trait
Range personal
Duration one minute/level (D)
Saving Throw None **Spell Resistance** No
Your lips glow with golden inner light, allowing you to power up any ally- not just alien robots- with just a kiss!

When you cast this spell, you gain the ability to use your *Kiss Friend* trait as well as any feats or traits that require *Kiss Friend* as a prerequisite upon any creature, rather than just allies of the Battlechanger subtype. Your abilities work identically whether you kiss a true Battlechanger or other character, if the power is in any way applicable to the target. If you grant a point of Fuelon to a creature that does not normally possess a Fuelon reserve, it retains the Fuelon point for one minute, or until it discharges to perform any of the non-transformation related Fuelon abilities described in *Battlechangers: Ironworks*.

If you are exhausted after using your *Kiss Merge* ability or a similar talent, you may immediately discharge this spell to negate the exhaustion.

LOLI'S CLAWS

School necromancy **Level** magus 3, sorc/wiz 4, witch 4
Casting Time one standard action
Components V, S
Special Requirement Caster must possess at least one trait or feat with Loli in the name
Range personal
Duration 1 round/level (D)
Saving Throw FORT negates (see text) **Spell Resistance** Yes
With this spell, the caster's delicate, childlike hands swell into massive, gnarled claws whose leathery hide is several shades darker than usual. Hooked black talons, like the fighting claws of a great raptor, protrude from the end of these hands, and swirl with pinkish-violet energy.

For the spell's duration, the caster gains two claw attacks at their highest base attack bonus. These claws inflict 1d8+STR modifier points of slashing damage (19-20/x2) for a Medium caster or 1d6+STR modifier points of slashing damage for a Small caster.

Additionally, each successful strike reverses the effects of aging, making the target 1d4 years younger; a successful FORT Save negates this reverse aging effect. This effect is instant and permanent, and can only be reversed with *restoration* or greater magic. Targets moved to the prior age category immediately undergo the physical effects of aging, applying physical ability score modifiers. A target reduced below age 3 is effectively helpless, and a target reduced below age 0 is destroyed, devolving from child to fetus to inchoate tissue. Undead creatures as well as creatures that do not age in a human-like manner, such as many dragons, outsiders, constructs and some aberrations are not affected by the reverse aging effect.

LOVEBODY

School transmutation (pleasure) **Level** alchemist 4
Casting Time one standard action
Components V, S, M
Range personal
Duration one minute/level (D)
Saving Throw None **Spell Resistance** No
Neon fireworks burst around your skin, and your body's composition changes, flesh and blood giving way to high-end silicon and rubber. When you cast this spell, you transform yourself into a construct-like state, becoming a living silicon and rubber love doll, and gaining many immunities common to constructs.

For the spell's duration, you gain the No Breath racial quality and become immune to poison, radiation, and vacuum as well as Pleasure damage. Your rubbery body renders you immune to non-magical bludgeoning and piercing damage, but you become Vulnerable to slashing damage. Your lips freeze in a half open smile, and you cannot speak nor cast spells with vocal components.

While in your lovebody form, you gain a slam attack that inflicts 1d4+STR modifier points of bludgeoning damage as well as 1d8 points of Pleasure damage.

LOVE DOLL MUTILATION

School necromancy (death, evil) **Level** witch 7
Casting Time one standard action
Components V, S
Range close (25 ft + 5 ft/level)
Duration instant
Saving Throw FORT partial **Spell Resistance** Yes
With a snap of your fingers, talons of shadow that both burn and freeze rip the limbs off your victim, instantly cauterizing the wounds, and transforming them into a squirming, helpless sexual plaything.

If the victim fails a FORT Save against this dark spell, their extremities are severed and the wounds are cauterized several inches from the trunk of the body. Only spells such as *regeneration,* similar psionic healing or cutting edge medical or cybernetic replacement can restore the severed limbs. On a successful FORT Save, the victim suffers 6d6 negative energy damage.

LOVELIGHT

School enchantment (mind-affecting, Pleasure)
Level bard 1
Casting Time one swift action
Components V, S
Range long (400 ft + 40 ft/level)
Duration 1d6 rounds
Saving Throw WILL Negates (harmless)
Spell Resistance yes (harmless)
You shape your hands into a heart shape and fire off a glowing beam of heart-shaped pink and sapphire radiance that brings smiles of utter joy to your friends' faces.

The spell's target gains a +1 morale bonus on all attack rolls, skill checks and saving throws per four caster levels (maximum +5 bonus). However, the recipient's mind is overloaded with ecstasy, and the target suffers an additional +3 points of Pleasure damage from any attack or effect that inflicts Pleasure damage.

LUSTGLIMMER

School divination **Level** bard 0, sorc/wiz 0
Casting Time one standard action
Components V, S
Range personal
Duration 1 minute/level (D)
Saving Throw None **Spell Resistance** No
You perceive a faint, shimmering aura that resembles moonlight on water around those who find you sexually desirable. You perceive this aura around any visible creature that is attracted to you; this insight provides you with a +1 luck bonus on Sense Motive and Diplomacy checks against anyone attracted to you. This aura does not spotlight invisible or otherwise concealed creatures, and does not change illumination conditions.

LUSTSWARM

School evocation (Pleasure)
Level bard 5, sorc/wiz 5, witch 5
Casting Time one standard action
Components V, S
Range 30 ft + 5 ft per 2 caster levels cone
Duration 1 round/level
Saving Throw WILL partial (Pleasure- see text)
Spell Resistance No
Waves of pink light burst from the caster's outstretched fingers, rapidly solidifying into ghostly men and women, seductive and lethal, nude and beautiful. Those caught within the lustswarm's area are drowned in nude, fucking bodies.

All creatures within the spell's area of effect suffer 1d8 Pleasure damage per caster level (maximum 10d6), and are grappled by the Lustswarm. Use the spellcaster's caster level to determine the Lustswarm's CMB. The Lustswarm itself never gains the grappled condition, being a non-physical force. Each round, the Lustswarm attempts a grapple check; if successful it inflicts an additional amount of Pleasure damage equal to ½ the spell's base damage.

MAGIC CASTLE

School conjuration (creation) **Level** sorc/wiz 9
Casting Time 30 minutes
Components V, S, M (a rod of security, consumed at the time of casting)
Range long (400 ft plus 40 ft/level)
Duration Instant
Saving Throw None **Spell Resistance** No
With a grand display of magical energies, you instantaneously create a castle, fortress or pagoda of your design that has two rooms per caster level. The entire square footage of the castle cannot exceed 100,000 square feet. The castle walls are made of stone, the doors of wood (with DC 30 locks), although the hardness of all materials is increased by 5. The interior of the castle is fully furnished, and each room is magically lit with a brightness level that varies with your whim (from daylight to magical darkness).
The castle also automatically contains weapons (melee and ranged) and leather hauberks enough to outfit 50 guards or defenders. In addition, you can choose one of the following options:

- The castle exists on another plane (an otherwise empty pocket dimension), with the only doorway existing on the plane on which you cast the spell. The doorway you attach the spell to must be in range at the time of casting or the spell creates a freestanding doorway to you specifications.

- The castle floats in the air at a height of your choosing. The magic keeping the castle in the air cannot be dispelled or suppressed.
- The castle is surrounded by a ward through which one general type of creature, chosen by you, cannot pass (undead, fey, humanoids, etc.).

Lastly, you can choose to have any portion of the castle disappear or fall apart upon your death, or you can choose to have the whole place collapse at the time of your demise. If the castle floats, you can have it fall when you die.

MATHEMATICAL DEFENSE

School divination (law)
Level alchemist 2, magus 2, sorc/wiz 2
Casting Time one standard action
Components V
Range personal
Duration 1 round
Saving Throw None (harmless) **Spell Resistance** No
Your knowledge of trajectory, velocity and the constraints of physics becomes a defense, allowing you to avoid assaults. Your eyes and knees glow with silver fire, and advanced differential equations appear in the air around you. For one round after this spell is cast, you add your Knowledge (physical sciences) check modifier as an insight bonus to your Armor Class and to your Combat Maneuver Defense.

MANGAKA'S TOOLKIT

School conjuration (creation) **Level** bard 0, sorc/wiz 0
Casting Time one standard action
Components V, S, M (a 100 yen note, effectively worth 1 gp/DC 2)
Range touch
Duration instant
Saving Throw None **Spell Resistance** No
This simple spell is an absolute lifesaver for otaku mages. When the spell is cast, a high quality drawing pencil, inking pen or marker (such as a Micron pen or Copic market) or other artist's tool of the caster's choice appears in their outstretched hand.

MARSHMALLOW HELL

School transmutation **Level** cleric 2, druid 2
Casting Time one standard action
Components V, S, Busty
Range personal
Duration one minute/level (D)
Saving Throw None **Spell Resistance** No
This spell transforms an already impressive pair of breasts into a pair of soft, pulsing mountains, with the gravitational attraction of a pair of small moons. Anyone trapped in the sensual valley between these breasts can never escape, but they might not really want to anyhow.

For the spell's duration, the spellcaster can attempt to grapple a foe as a free action whenever a creature successfully hits her with a natural attack or unarmed strike. The spellcaster does not gain the grappled condition when she grapples a foe, nor does she provoke attacks of opportunity when she attempts to do so. The spellcaster gains a competence bonus on her Combat Maneuver checks made to grapple equal to twice her CHA modifier.

If the spellcaster makes a successful Combat Maneuver check to damage a foe while grappling she adds +1d6 non-lethal Pleasure damage to the damage result.

MECHA CANNONADE

School evocation (electricity, fire) **Level** magus 4
Casting Time one standard action
Components V, F (a mecha or powered armor currently being piloted by the caster)
Range personal / long (400 ft + 40 ft/level)
Duration instant
Saving Throw None **Spell Resistance** No
Why just pilot a mecha when you can launch yourself from it like a blazing plasma cannonball, blast apart a few annoying enemies and than slam back into the pilot's seat only a little singled but not really the worse for wear?

When this spell is cast, the caster must be in control of any construct or vehicle with the Mecha subtype or wearing any grade of Powered Armor. When the spell is cast, the mecha immediately becomes uncontrolled, and remains so until the beginning of the spellcaster's next turn. The spellcaster is launched from the mecha as an enormous roiling orb of plasma, which briefly transforms into a massive cannon to launch the projectile.

The spellcaster designates a single target within long range and makes a ranged attack roll using their spellcaster level and DEX modifier in place of BAB. The spellcaster adds their primary casting modifier as a competence bonus on the ranged attack roll. The spellcaster can make one such special ranged attack per five caster levels.

If the attack is successful, the target suffers 5d6 damage + 1d6/ two caster levels (critical 19-20/x3). Half this damage is fire damage, half is electrical damage. If this spell is cast within Powered Armor rather than a Mecha, damage dice are D4s instead.

When the spellcaster makes as many attacks as allowed, the plasma orb zips back towards the uncontrolled mecha, and the spellcaster reappears in the pilot's seat.

MECHA SUPER ASSAULT MODE

School transmutation (polymorph)
Level magus 6, sorc/wiz 7
Casting Time one standard action
Components V, S, Racial (POETICA or other living machine race)
Range personal or touch
Duration one minute/ level

Saving Throw WILL Negates (harmless)
Spell Resistance No (harmless)

When this spell is cast, a rainbow of intense blinding light flares, briefly obscuring the form of the spell's recipient. When the blinding flash clears, the spell's beneficiary is transformed into an impressive, anime-styled mecha war machine.

Huge thrusters and multiple articulated wing systems and vectored thrust jets protrude from the recipient's spine. Sleek, colorful red and white armor protects the wearer's body, while additional armor plating, resembling external fuel tanks on a high-tech jet fighter protect the shins and forearms. Missile pods on the shoulder and a truly massive laser rifle that appears in the recipient's hands give the creature a potent offensive punch.

For the spell's duration, any armor worn by the recipient merges with their body and becomes inert, in favor of the Mecha Super Assault Mode armor. The recipient gains:

- A Flight Speed of 120 ft (perfect) in atmosphere.

- A Space scale flight speed of 2,500 ft (5 space scale squares)
- A +8 equipment bonus to AC, which has a 35% arcane spell failure chance and no armor check penalty. The creature's Max DEX bonus is +2. The armor also functions like a Space Suit.
- 50% immunity to sneak attacks and critical hits, as if by the *heavy fortification* feature
- +2 enchantment bonus on Ranged attack rolls and the Far Shot feat for the spell's duration
- New Special Attack: Mini-Missile Pods. Automatically hits all targets within a 30 ft range for 2d6 fire damage as a standard action.
- New Special Attack: Beam Cannon. 500 ft line, all targets within area of effect suffer 10d6 force damage (REF DC 15 half). Usable every other round.

MIGHTY KAIJU HENSHIN

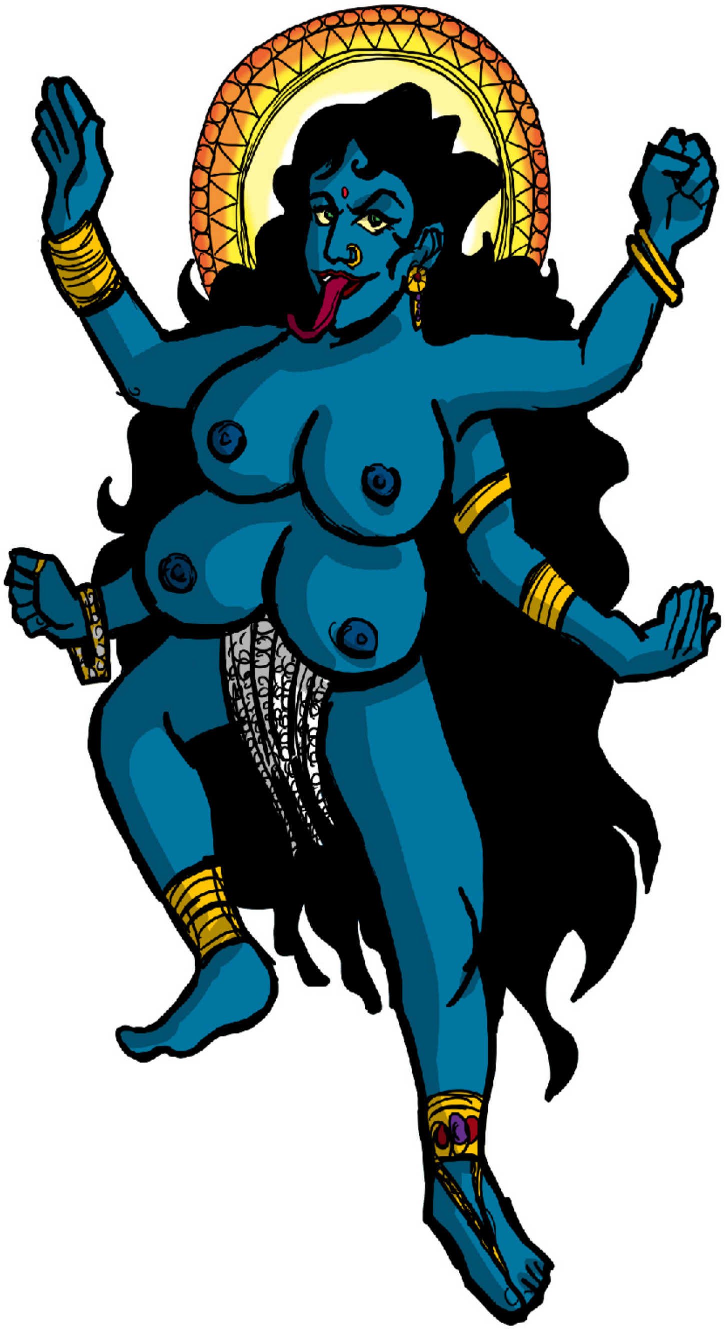
School transmutation
Level cleric 10, druid 10, sorc/wiz 10
Casting Time one standard action
Components V, S, M (a cheap vinyl figure of a henshin hero, available at any toy store in Japan, worth 5 gp/DC 2, a vial of mystical oils worth 5000 gp/DC 23)
Range touch
Duration one round/level (D)
Saving Throw None **Spell Resistance** No

By placing your hand on the subject's chest, you pulse a wave of strength, prowess, vitality and mystical energy into their heart. The subject grows to truly enormous size, and a colorful, full body uniform with a fully masked helmet appears on their body. The character becomes an iconic and nearly unstoppable hero for a few brief seconds: a creature that can brawl with Kaiju on their own terms, and maybe even win!

This spell enlarges the subject to Size Colossal, granting them a +24 enhancement bonus to STR and a -8 reduction in DEX, to a minimum 1 DEX. The subject gains the Kaiju subtype and undergoes the following changes, for the spell's duration.

The subject gains DR 20/epic, and his attacks count as epic and magic for the purpose of overcoming damage reduction. The subject gains Darkvision 600 ft and Fast Healing 30. For the spell's duration, the character becomes immune to ability score damage and drain, death effects, disease and fear. The subject gains Resist 30 against acid, cold, electricity, fire, negative energy and sonic damage for the spell's duration.

The subject gains the *Ferocity, Massive* and *Hurl Foe* universal monster abilities for the spell's duration.



MILITARY FLIGHT

School transmutation **Level** magus 5, sorc/wiz 5
Casting Time one standard action
Components V, S
Range personal
Duration 1 minute/level
Saving Throw None **Spell Resistance** No

This spell functions much like *fly*, save that it allows an in-air speed and maneuverability equal to a military combat helicopter. It's a short duration spell, but a competent flier can do a lot of damage in the minutes of nearly supersonic flight allowed them.

You gain a fly speed of 500 ft (425 ft if wearing medium or heavy armor or carrying a medium or heavy load), with a bonus on Fly checks equal to your caster level.

MILKY STRONG

School transmutation **Level** alchemist 2, cleric 2
Casting Time one standard action
Components V, S
Range close (25 ft + 5 ft/level)
Duration 1 minute/level
Saving Throw WILL Negates (harmless)
Spell Resistance Yes (harmless)
A shower of cold milk pours over the recipient, soaking their clothes and making their bodies glow with silvery white light. For the spell's duration, the recipient's hair and eyes become as white as ivory. Horns grow from the head, and split hooves from the feet, like those of milk cow.

The character's base land speed increases by +10 ft, and she receives a +4 bonus to her CMD when resisting a trip or bull rush attempt while standing on the ground, as if she possessed the Stability racial trait. When making a successful attack after a charge, the character's blunt horns add +1d4 points of bludgeoning damage to the attack.

MIRE THE SOUL IN SHIT

School necromancy (skatto)
Level inquisitor 4, sorc/wiz 4, witch 4
Casting Time ten minutes
Components V, S, F (a lacquered bamboo box worth 500 gp/DC 15)
Range touch
Duration permanent
Saving Throw WILL Negates **Spell Resistance** No
By washing a freshly slain creature, soaking up its dying urine with linen rags and gathering its dying urine, you trap its soul, preventing the creature from returning to life. The fetid rags and collected death-shit are placed in the box that forms this spell's focus and sealed with wax.

The cleaning ritual must begin within one minute of the creature's demise for the spell to be effective; if begun between one minute and one hour of the creature's death, the creature's soul receives a +5 bonus on the WILL Save to negate the spell's effects.

If the slain creature fails its WILL Save, it's soul is trapped within the box. It cannot be *raised* or *resurrected* until the box is opened or destroyed, nor will the creature rise as any form of undead spawn while the box exists. If the creature succeeds on its WILL Save, it soul has already fled the body, and the ritual is useless.

MOMENTARY DISEMBOWELMENT

School transmutation (chaos, evil) **Level** magus 3, witch 3
Casting Time one standard action
Components V, S, M (a small length of intestines from a butchered animal)
Range close (25 ft + 5 ft/level) medium (100 ft + 10 ft/level) long (400 ft + 40 ft/level)
Duration 1 round/three levels (D)
Saving Throw FORT partial (see text)
Spell Resistance Yes
This vicious spell generates a razor-sharp plane of bloody crimson force that slices through the victim's flesh, opening them from sternum to crotch, in a perfect mid-line gutting without harming their clothing or intervening armor in the least.

If the victim fails their save, they are disemboweled for the spell's duration. They are considered *sickened* and suffer 1d4 points of temporary CON drain. Each round, the victim can attempt an additional FORT Save to reduce this to 1 point of temporary CON drain. If the victim is still alive at the end of the spell's duration, CON lost to this spell returns at the rate of one point per minute, and no trace of their disembowelment remains.

If the victim succeeds at their initial FORT Save, they are merely *shaken* for the duration's effect and suffer 1d6 points of ongoing HP Bleed per round. Additional FORT Saves during subsequent rounds can reduce this to 1 HP Bleed for that round. At the end of the spell's duration, the victim regains 5 HP lost to this spell per minute.

MONSTROUS BREASTS

School transmutation (chaos, polymorph)
Level alchemist 2, druid 3, witch 3
Casting Time one standard action
Components V, S, Busty
Range personal
Duration 1 round/level
Saving Throw None **Spell Resistance** No
As you cast this spell, you perform a strange dance that resembles an agonized seizure, and your body bubbles, twists and contorts into a new shape. Your breasts expand to even more massive size, and additional pairs of breasts appear on your abdomen. Your arms swell to inhuman proportions and then rip into two equally fit pairs of arms, one beneath the other. When the ero-guro transformation is complete, you are a freakishly beautiful war goddess.

For the spell's duration, your Busty bonus to AC increases to +6 thanks to your additional breasts.

You gain an additional pair of arms, and gain the Multiattack quality. Your additional arms provide you with a +4 racial bonus on Climb checks and combat maneuver checks made to grapple.

When the spell's duration ends, you are considered *nauseated* for one round, as you vomit uncontrollably as your body returns to its normal shape.

MONSTROUS LUSTS

School transmutation (chaos)
Level alchemist 2, magus 3, sorc/wiz 3
Casting Time one standard action
Components V, S, M (a tiny vial of sexual fluids or menstrual blood from a creature of the caster's gender), gender
Range touch
Duration 1 minute/level (D)
Saving Throw FORT negates (harmless)
Spell Resistance Yes (harmless)
You stroke the genitals of a creature of your own gender, and your touch awakens monstrous lust. Their genitals engorge and transform into snarling, monstrous creatures, almost independent of their master's will.

If you touch a male creature, that creature gains access to the *Phallic Spear Technique* as a bonus feat for the spell's duration. If you touch a female creature, that creature gains access to *Vaginal Prison* as a bonus feat for the spell's duration. Normally, you may only use this spell on a creature that shares your gender, but if you are futanari or otherwise bi-gendered, you may utilize either version of this spell.

MUSICAL WARRIOR

School transmutation (sonic) **Level** bard 3
Casting Time one standard action
Components V, S, M (guitar pick, drum sticks, amp cords or similar musical accessories appropriate to the instrument worth 3-5 gp)
Range touch
Duration 1 round/level (D)
Saving Throw FORT Negates (harmless, object)
Spell Resistance Yes (harmless, object)
This spell transforms an ordinary musical instrument into a musical weapon as spiraling planes of light rush across the face of the instrument. The musical instrument becomes a Musical Weapon of the most appropriate type (a guitar becomes a Rocker, for instance). If no particular Musical Weapon exists for the transformed instrument, use the statistics for a Rocker instead. If the instrument is magically enhanced for a better performance, is considered a +1 Musical Weapon; if masterwork, the resulting Musical Weapon is also masterwork. Starting at 12th level, the resulting Musical Weapon gains the Superior Musical property instead.

MY EMOTIONS DETECTORS

School divination **Level** bard 1
Casting Time one standard action
Components V, S
Range personal
Duration one minute/level (D)
Saving Throw None **Spell Resistance** None
You animate long tendrils of your hair as antenna like decorations, which swivel and move in obvious ways. For the spell's duration, you receive a +10 bonus on Sense Motive checks and may make such a check when you merely come within 10 ft of an intelligent creature, as an immediate action.

MYO MYO KYUN

School transmutation **Level** alchemist 1, druid 0, sorc/wiz 0
Casting Time one standard action
Components V
Range touch
Duration instant
Saving Throw None (harmless, object) **Spell Resistance** No (harmless, object)
This simple spell requires the maid to simply sing a short phrase to sweeten touched food or drink. The touched item becomes perfectly, if slightly over-sweetened, according to the perception of any creature consuming it. No other properties change.

The surge of energy provided by the sugar rush provides a creature who dines on the sweetened meal with a +1 luck bonus on the next Initiative check they make within the following hour.

MYSTICAL GUTTING

School necromancy (chaos, skatto) **Level** witch 3
Casting Time one standard action
Components V, S, F (a special butcher's gutting knife, worth 50 gp/DC 7)
Range medium (100 ft + 10 ft/level) long (400 ft + 40 ft/level)
Duration one minute/level
Saving Throw FORT partial (see text)
Spell Resistance yes
When you cast this spell, greenish energy erupts from your splayed fingers and rips an ectoplasmic duplicate of your victim's intestines and viscera from their body. You partially sever the soul's connection to the body.

When the spell is cast, ectoplasmic intestines slide out of the target's body, and hover in place, remaining in the square where the target was at the moment of casting for the spell's duration.

For the spell's duration, the target cannot benefit from consumable magic items, such as potions, and if healed by positive energy they receive only the minimum healing possible.

The victim may move away from the ectoplasmic duplicate of their intestines, but if they move more than 10 ft away, they must succeed at a FORT Save or become sickened. If they move more than 30 ft away, they must succeed at a FORT Save or become nauseated instead.

Creatures and effects capable of striking ethereal or incorporeal targets may harm the ectoplasmic intestines; these intestines have the target's touch AC with a +1 size bonus, and share the same Hit Points and defensive capabilities (if any) of the target.

Remove curse and similar effects can dispel *mystical gutting.*

NAUSEATING CRAVING

School necromancy (skatto)
Level alchemist 2, druid 3, sorc/wiz 3, witch 3
Casting Time one standard action
Components V, S, M (a fast food or take out wrapper)
Range close (25 ft + 5 ft/level)
Duration 1 day/4 levels
Saving Throw FORT negates then partial (see text)
Spell Resistance yes

Your revolting curse loosens the bowels of some unfortunate victim, churning their guts until they satisfy a craving for a specific brand of fast food.

When you cast this spell, the target is entitled to an initial FORT Save that negates the spell's effects entirely on a success. Once affected, future FORT Saves mitigate *nauseating craving's* effects. This spell inflicts stomach distress in a four hour cycle, which repeats for the spell's duration. On the first hour of each cycle the target is *nauseated;* a successful FORT Save this hour reduces this to merely *sickened* for the hour. On the second and third hour of each cycle, the target is *sickened.* A successful FORT Save each hour negates the *sickened* condition entirely. The target suffers neither condition on the fourth hour of each cycle, which resets to *nauseated* at the beginning of the next cycle.

This spell ends immediately if the target consumes some specific fast food item that is common throughout Japan, and is represented by whatever food wrapper is the spell's material component. The spell's victim has an instinctive craving for this specific food item. Otherwise, this spell only ends when its duration expires, or if *remove curse* or similar spells are cast on the sufferer.

NEON TRANSLATION

School divination **Level** bard 0, sorc/wiz 0
Casting Time one standard action
Components V, S, M (an advertising flier written in any language)
Range personal
Duration one minute/level (D)
Saving Throw None **Spell Resistance** No

This spell allows you to read neon signage and similar high-visibility advertisements, such as HD smart screens and electronic billboards, regardless of the language the text is written in. You perceive an illusory translation crudely superimposed over all neon signage in your field of vision. You gain no ability to read or speak other foreign languages, just those used in neon signage. In fact, even if identical text was found on a neon sign and on a piece of paper, while you could comprehend the sign, you cannot decipher the identical printed text, though on a purely mundane level you could realize the symbols on both are identical.

NERVOUS PISSING DANCE

School enchantment (compulsion, language dependent, mind-affecting, skatto) **Level** bard 2
Casting Time one standard action
Components V, S, Special (caster must have either the Gyaru or Idol cultural template)
Range all creatures in a 30 ft burst, centered on yourself
Duration instant
Saving Throw WILL partial (see text)
Spell Resistance yes

Nothing can fill a young idol's bladder faster than the pressure of performing on stage!

When you cast this spell, you sacrifice 1d6 rounds of bardic performance; if you do not have sufficient rounds of bardic performance remaining, your action is wasted and this spell is lost. During the course of casting this spell, you piss yourself harmlessly.

All creatures within a 30 ft burst must succeed at a WILL Save or squirm randomly as they struggle not to piss before pissing uncontrollably. Doing so occupies all the target's actions for the round and is considered a full round action; targets may defend themselves normally, and are not considered flat-footed while doing the nervous pissing dance.

Targets suffer a penalty on their WILL Save equal to the number of bardic performance rounds you lost when casting this spell. In addition, if any target has Bard levels, she loses a number of bardic performance rounds equal to twice the number of rounds you lost.

If a target succeeds at a WILL Save, they merely wet themselves, but their actions are not impeded and they do not lose any rounds of bardic performance.

NEW ISLAND

School conjuration (creation, earth) **Level** cleric 8, druid 7
Casting Time one hour
Components V, S, M (the skull of a WWII era soldier who died on one of the outlaying Japanese islands and historical artifacts worth at least 10,000 gp/DC 26)
Range visual range (about 20-30 miles at the horizon)
Duration instant
Saving Throw None **Spell Resistance** No
This spell creates a tiny new island as part of the vast Japanese archipelago. The island is relatively small, with a landmass of about 5 square miles plus ½ square mile per caster level. The island emerges from the sea with flora and fauna appropriate to the climate. Japanese spellcasters always conjure islands that appear close enough to existing Japanese territorial waters to be clearly Japanese territory, while foreign spellcasters raise islands in more distant waters that could just as easily be claimed by China, Russia or the Koreas.

NIGHTINGALE FLOORS

School abjuration **Level** sorc/wiz 1, witch 1
Casting Time one standard action
Components V, S
Range close (25 ft + 5 ft/level)
Duration one hour/level (D)
Saving Throw None **Spell Resistance** No
This spell makes modern floors- even poured concrete- as musical as the nightingale floors of the old castles. The floors creak and chirp with even the slightest pressure. This spell creates a zone up to 50 ft in diameter. Stealth checks made within this area suffer a -10 penalty; at 10th caster level, this penalty increases to -20.

NIGHT'S LUST

School illusion (mind-affecting)
Level bard 1, sorc/wiz 1, witch 1
Casting Time One standard action
Components V, S
Range personal
Duration 1 minute/level
Saving Throw WILL negates **Spell Resistance** No
This spell bathes you in a milky white glow that makes your skin gleam in a way that especially arouses night-creatures. For the duration of the spell, any creature viewing the spellcaster with Darkvision or lowlight vision treat the caster's CHA score as being +10 higher for the purpose of CHA-based skill checks made against the viewer. This spell's effect is suspended when the spellcaster is in an area of dim light or better. If the target saves against the spell, he or she is immune to the spell's effects for the duration.

NOSE TORTURE

School necromancy (mind-affecting) **Level** bard 0
Casting Time one standard action
Components V, S
Range close (25 ft + 5 ft/level)
Duration one minute/level (D)
Saving Throw WILL negates **Spell Resistance** Yes
A wave of golden energy slaps a single female target in the face, forming a weird clamp like device made of solidified light that pulls the victim's nose back painfully, making it look like they have a pig's snout.

The victim's shame and humiliation causes her to suffer a -2 penalty on WILL Saves and CHA-based skill checks for the spell's duration. Each round, the target can attempt a new save to end the effect.

Special: This spell has no effect on non-female targets.

NULLIFYING ACCIDENT

School transmutation (skatto) **Level** alchemist 2
Casting Time one standard action
Components V, S
Range close (25 ft + 5 ft/level)
Duration one minute/level

Saving Throw FORT Negates **Spell Resistance** No
When this spell is cast, those who fail their saves feel their bladders and bowls cramping explosively, *shaking* them for one round and unleashing such a deluge of shit and piss it severs the victim's connections to magical items covered in the filth. For the spell's duration, the character cannot benefit from magic items in their *body, belt* or *feet* slots.

OBSCENE TRANSMUTATION

School transmutation (chaos, polymorph)
Level druid 4, witch 4
Casting Time one standard action
Components V, S
Range close (25 ft + 5 ft/level)
Duration permanent
Saving Throw FORT negates, WILL partial (see text)
Spell Resistance yes
Obscene transmutation functions much like baleful polymorph, save that rather than transforming a victim, mentally and physically into a harmless animal form, Obscene Transmutation turns the victim into a quivering mound of thrusting genitals and malformed breasts. Hundreds of squirming, tentacle-like penises and testicles erupt from the victim's body, and their hands, feet and other manipulating appendages are lost, also becoming genitals.

Enormous breasts erupt from every inch of the victim's skin, while their mouth becomes a malformed vagina erupting with dripping, mutant cocks.

The victim's non-magical movement modes are all lost, and they gain a land speed of 5 ft. The victim's transformed body cannot wield objects, use spells with verbal somatic components, nor perform skills, and they lose the ability to speak. The victim's sensory and mental abilities are unaffected, though the transformation imposes a -6 penalty to all their physical ability scores. The mutant flesh growing from the victim's body means they are considered heavily encumbered, and they cannot wear additional armor.

OFUDA OF GHOST SEALING

School abjuration **Level** cleric 4
Casting Time one minute
Components V, S, M (an ofuda prayer strip inscribed with Shinto scriptures)
Range touch
Duration one day (see text)
Saving Throw None **Spell Resistance** No
By placing a specially prepared ofuda at the site of a Haunt, the cleric prevents the haunt from triggering. For 24 hours, any time the warded Haunt would be triggered, it makes an opposed caster level check, against the cleric who placed the ward. If the Haunt succeeds, the ofuda is destroyed. If the cleric wins the check, the Haunt cannot trigger again for 24 hours, or until the ofuda is removed. The ofuda glows brightly during the spell's duration, like an amber lantern, and flakes away to ash at the end of the spell's duration.

OLD HATREDS

School necromancy **Level** inquisitor 1, magus 1, witch 1
Casting Time one standard action
Components V, S, racial (Human of Japanese ancestry)
Range personal
Duration 1 round/level
Saving Throw None **Spell Resistance** No
This spell summons the unquiet dead of the Japanese Imperial Army, and unleashes ancient racial hatreds into the modern world. The spellcaster's hands and any weapons she wields are marked with a glowing Rising Sun design, similar to the WWII-era Japanese flag.

Successful attacks made during this time against humans of Chinese or Korean ancestry, or monstrous creatures from either culture's unique folklore inflict an additional +1d6 points of fire damage.

ONI'S PELT

School transmutation **Level** alchemist 2, cleric 2, druid 2, magus 2, sorc/wiz 2, witch 2
Casting Time one standard action
Components V, S, M (blood, teeth or nail clippings from an Ironclub Oni)
Range touch
Duration 1 minute/level (D)
Saving Throw WILL negates (harmless) **Spell Resistance** yes (harmless)
A phantom tiger pelt appears, sheathing the recipient's body, and their face flushes bright red, and their lips curl back into a snarl. This spell provides a male recipient with a +4 equipment bonus to Armor Class, and a +2 morale bonus on Intimidate checks and saves against fear.

A tiger pelt bikini appears on a female recipient, and provides her with a +3 equipment bonus to Armor Class, and a +2 morale bonus on Bluff checks, saves against fear and REF Saving throws.

ONI'S PELT, MASS

School transmutation **Level** alchemist 6, cleric 6, druid 6, sorc/wiz 6, witch 6
Range close (25 ft + 5 ft/ 2 levels)
Targets one creature/level, no two of which can be more than 30 ft apart.
This spell functions identically to *Oni's Pelt,* except that it affects multiple creatures, each according to their own gender.

ORGASMIC INSTRUMENT

School transmutation **Level** bard 1
Casting Time one standard action
Components V, S
Range personal
Duration 1 minute/level (D)
Saving Throw no **Spell Resistance** no
You run your fingers along your body, and this spells sensual magic transforms the natural, involuntarily sounds your body makes during pleasure into the sweetest, most perfect music. When you cast this spell, choose a specific instrument. For the duration of the spell, any time you use the Perform skill you can roll a Perform (sexual) and a Perform (chosen instrument) check simultaneously. You use the better of the two check results to determine the checks' results, such as money earned with a public performance, or the effects of a fascinating performance.

ORGASM MINE

School evocation (fire, Pleasure)
Level alchemist 4, magus 4, sorc/wiz 4, witch 4
Casting Time 1 standard action
Components V, S, M (a fingernail sized vial of flammable liquid)
Range medium (100 ft plus 10 ft/ level)
Duration 1 round / 2 levels
Saving Throw WILL half (Pleasure rules, see text)
Spell Resistance Yes

This spell wraps pulsing pleasure around the mind and body of the victim; this pleasure can kill, but if the target resists, they die in flames instead of rapture. Either way, there's a lot of screaming. On each round of this spell, the target suffers 2d4 points of Pleasure damage; if the target chooses to resist the Pleasure damage, the spell immediately ends. However, the target immediately suffers 3d6 points of Fire damage plus +1d6 fire damage per two caster levels (maximum 10d6 fire). All adjacent targets suffer half this fire damage (REF DC 15 none).

PANTY GUISE

School transmutation **Level** alchemist 2, bard 2, sorc/wiz 2
Casting Time one standard action
Components V, S
Range personal
Duration one hour + 10 minutes/level (D)
Saving Throw None **Spell Resistance** No

A perennial favorite of *ecchi* occultists, this spell transforms the caster, in a puff of pink smoke that smells womanly and seductive, into a cute pair of panties. It's more useful than you might expect.

When you cast this spell, you assume the form of a pair of panties or underwear, of a style, fabric and coloration of your choice. You cannot duplicate a pair of panties with any special abilities, though you can mimic the appearance of enchanted panties. You may cast spells if they have no verbal or somatic components (or if they have are silent or still) and may cast spells with material components assuming those components were on your body when you assumed panty form.

In this form, you retain your mental ability scores, Hit Points, class abilities, and other abilities, but are considered to have a STR score of 0. You retain your existing senses, and for the spell's duration gain the *Scent* special quality. You cannot speak or take any physical actions in panty form, and you may end this spell at any time, as a move action. If successfully 'stolen' by a magical weapon with the *panty thief* property, this spell immediately ends. If worn as a pair of panties when this spell ends, you reappear in the nearest open square adjacent to the wearer.

For the spell's duration, you may be worn as enchanted panties. You occupy the belt magic item slot, and may communicate with your wearer empathically. You and your wearer benefit from the *share spells* ability, as if both of you were the other's familiar.

PANTYSOAK

School evocation (water) **Level** druid 0, sorc/wiz 0
Casting Time one standard action
Components V, S, M (a drop of salt water)
Range touch
Duration 1 round
Saving Throw WILL Negates (harmless)
Spell Resistance No

You touch a female creature, causing her body to leak copious sexual fluids. For one round after this strangely intimate touch, the creature touched casts all spells with the Water descriptor at +1 caster level. A creature can benefit from this spell only once per day.

PARADE OF GORY DEATHS

School necromancy **Level** cleric 9, sorc/wiz 9, witch 9
Casting Time one standard action
Components V, S, M (the skull or preserved entrails of a celebrity murder or suicide victim, worth at least 5,000 gp/ DC 23)
Range touch
Duration one round/level
Saving Throw None **Spell Resistance** No

When this spell is cast, the subject's skin takes on an unhealthy pallor, and trickles of blood dribble from their eyes, nostrils and sex organs. A rattling cough settles into their chest and they become half alive, and subject to the brutal whims of fate, subject to ultra-violent death after ultra-violent death after ultra-violent death. However, with a little creativity, the subject can use their dead selves in some pretty creative ways, as for the duration of the spell, they instantly return to life within seconds of each overkill.

For the spell's duration, the subject becomes immune to ability score damage and drain, negative energy, level loss, death effects, disease, poison and fear. However, the character's maximum HP total becomes 1 for the duration of the spell, and the character is slain at 0 HP! The character dies **very** easily, but returns to life, with a single HP in a perfect duplicate of their original body, at the next initiative count. Thus if the character is slain at Initiative 10, they resurrect at Initiative 9, could be killed again at Initiative 6 and resurrect again at Initiative 5 and so forth. The duplicate body is a perfect duplicate of the subject's original form, retaining acquired traits like scars, tattoos, bionics, grafts, ongoing diseases (though they do not affect the character during the spell's duration) and so forth. The character's equipment remains with their original body: all resurrected bodies are nude.

All bodies created by this spell, and the subject's slain original body are considered instant effects, and remain after the spell's duration expires. These remains can be used: as cannibal food sources, sources of replacement organs or donated tissue, or even gory building materials. Cybernetics, grafts and symbiotes recovered from a slain subject are non-functional.

Once per round as an immediate action, when the subject subject is slain while this spell is in effect, he or she can name any 1st level abjuration, conjuration, evocation, necromancy or transmutation spell. The subject's cartoonishly violent and bloody demise duplicates the effect of this spell, often in an especially gruesome fashion. For example, gallons of hyper-pressurized blood spurting from a decapitated neck might function as *grease;* a ruptured bladder splashing urine functions as *hydraulic push,* or a bunch of rats chew their way out of the corpse's stomach to duplicate *summon nature's ally I.* All these effects end when the spell's duration expires, if they do not end sooner.

When this spell ends, the subject gains a permanent negative level, from the sheer emotional and metaphysical trauma of being massacred so many times, in so many creative ways.

PASS PREGNANCY

School transmutation
Level alchemist 2, cleric 2, druid 2
Casting Time one hour
Components V, S, DF/M (weird oils and ointments worth 100 gp)
Range touch
Duration instant
Saving Throw None (harmless) **Spell Resistance** No

As this spell is cast, two women (one of whom is pregnant) share an agonizingly slow, ritualized sex act. As their bodies writhe together, their flesh merges, and their two wombs become one. At the end of the ritual, the pregnancy transfers from one woman to the other. Even if the recipient of the gestating fetus would not normally be able to carry a child of the donor mother's species to term, the pregnancy occurs without incident. The pregnancy comes to term in the same time frame it would of taken the original mother to bear the child, and though the eventual delivery may be

strange, it is not especially life-threatening.

The donor mother is not harmed by the sudden end of her pregnancy in any way. Both participants in this spell must be willing; no form of mundane or magical compulsion can compel participation in this spell.

If this spell is used on a willing Ubume, it passes on the ghostly pregnancy without requiring any strength checks nor risk on the part of the accepting mother. The Ubume immediately returns to life as described in her racial trait write-up.

PASS PREGNANCY TO THE EARTH WOMB

School transmutation **Level** druid 3
This spell functions identically to *Pass Pregnancy* except as noted. Rather than a sexual ritual with another woman, the mother masturbates within a shallow trench, within a mud pool, quicksand or within an onsen. At the spell's climax, the woman's pregnancy passes into the Earth. Five to six months later, the child is born as a member of the Kijimunna race, though it closely resembles its human mother.

PEACEFUL SUTRA

School enchantment (compulsion, mind-affecting)
Level cleric 5, paladin 4
Casting Time one standard action
Components V, DF
Range 60 ft
Target one creature/level in a 60 ft radius spread centered on you
Duration 1 round/level
Saving Throw WILL partial **Spell Resistance** yes
You pronounce a blessing of overwhelming peace and tranquility over the area, affecting all creatures failing their save as *calm emotions*. Even creatures succeeding on their saving throws are quelled in their ability to commit violence, needing to succeed on a Will save whenever they take an offensive action to avoid being affected as a *slow* spell until the end of their next turn.

If an affected creature is attacked by an unaffected creature or a creature that has succeeded on its saving throw, the calming effect of the *peaceful sutra* is broken only for that creature. If the caster takes an offensive action, the *peaceful sutra* ends for all creatures. The effects of the *peaceful sutra* persist whenever affected creatures are within 60 feet of the caster. If they leave that radius, the effects of the *peaceful sutra* subside, but they return if the creature comes within 60 feet of the caster again prior to the expiration of the spell.

PERFECT TOILET

School transmutation (skatto) **Level** sorc/wiz 0
Casting Time one standard action
Components V, S
Range touch
Duration one minute/level
Saving Throw None **Spell Resistance** No
This spell turns an ordinary toilet into a little piece of bathroom heaven. Akaname love this spell, as do fastidious Futakuchi and Kami and any body else who wants to shit in luxury. For the spell's duration, the touched toilet becomes much cleaner, fancier and more stylish, and is equipped with luxury features like a bidet or heated seat.

PERSONIFIED GUN

School conjuration (creation, law)
Level magus 3, sorc/wiz 3, witch 3
Casting Time one standard action
Components V, S, M (a bottle of expensive gun oil, worth 15 gp/DC 3), F (gun touched)
Range firearm touched
Duration 1 minute/level (D)
Saving Throw None (harmless, object)
Spell Resistance No
This spell awakens the spirit within a touched firearm, creating a phantom warrior girl who wields the chosen firearm with deadly efficiency. The phantom warrior created resembles a cute, teenaged girl from the nation that produced the firearm, wearing a Kevlar tac-vest over a school uniform. She cooes to the firearm disturbingly and though intelligent, does not talk about subjects other than firearms, ballistics, gun maintenance and other military topics.

The Personified Gun is statistically a first level human fighter proficient with the firearm touched. She fights intelligently, knows basic tactics and follows your commands unquestioningly. The Personified Gun uses the touched weapon above all else- if forced into melee combat, she will use a combat knife.

Statistics for a sample Personified Gun, based on an Uzi, are given below. You can simply swap out the Personified Gun's ranged weapon and language choice to create other guns.

PERSONIFIED GUN CR 1/2
MEDIUM LN HUMANOID (HUMAN) FIGHTER 1

XP 200
Init +4 **Senses** Perception +5
Languages Hebrew, Japanese

Defense
AC 17 **Touch** 14 **Flatfooted** 13 (+4 DEX, +3 equipment)
HP 1d10 (10 HP)
FORT +2 **REF** +4 **WILL** +1

Offense
Spd 30 ft
Melee +1 combat knife (1d4 slashing, 19-20/x2)
Ranged +5 uzi (2d6 ballistic, 20/x2, semi auto, 40 ft range increment, 20 box)

Statistics
Str 10 **Dex** 18 **Con** 10 **Int** 10 **Wis** 12 **Cha** 10
Base Atk +1 **CMB** +1 **CMD** 15
Feats Burst Fire, Far Shot, Light Armor Proficiency, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency
Skills Perception +5
Gear Uzi, 6x spare clips, Kevlar vest

Ecology
Environment any (artificially created)
Organization always summoned to serve a spellcaster
Treasure none (gear vanishes when slain)

Roleplaying
Personified Guns are created through the use of the spell Personified Gun, described fully in the main text. They resemble cute, teenaged girls of the nationality that produced their signature firearm. They dress in school girl uniforms worn under a Kevlar tactical duty vest. Though attractive and vivacious, they can only converse intelligently about military and tactical matters.

Personified Guns fight intelligently, using excellent if text-book small unit tactics. They can be a bit predictable, but intelligently exploit cover, overlapping fields of fire and kill zones. This particular Personified Gun is created from an Israeli Uzi, and takes the form of an attractive Jewish girl with curly brunette hair.

Personified Guns speak and are literate in the language of the spellcaster who created them, and the language of the nation where their weapon was manufactured, in this case Japanese and Hebrew.

PERVERT HELL

School evocation (Pleasure)
Level cleric 6, sorc/wiz 6, witch 6
Casting Time one standard action
Components V, S, M (dirty undergarments)
Range medium (100 ft + 10 ft/level)
Duration 1 round/level
Saving Throw WILL Partial (pleasure)
Spell Resistance Yes
This spell creates an eerie hellscape of leering faces hidden within wood grain, vulva created from shadows and thrusting, dripping cocks created from earth and stone.

The spell creates a small Pervert Hell with a 30 ft radius plus an additional 5 ft per four caster levels. The Pervert Hell has only **dim illumination** if the surrounding area is brighter and is considered **difficult terrain**, as ghostly hands and sex organs reach out of the walls and ground to ensnare victims.

All creatures within the Pervert Hell suffer 2d6 points of Pleasure damage per round. Creatures within the Pervert Hell suffer a -4 circumstance penalty on saving throws versus Enchantment, Illusion and spells with the Pleasure descriptor, as well as their CMD, as their attentions are split and their wills weakened.

PHALLIC PUPPETRY

School necromancy **Level** sorc/wiz 3, witch 3
Casting Time one standard action
Components V, S, M (a few drops of semen or a rubber cock ring)
Range close (25 ft + 5 ft/level)
Duration concentration + 1 round
Saving Throw FORT Negates **Spell Resistance** Yes
You take direct control over the turgid, rapacious combat-cock of your enemy, forcing their elongated battle-penis to do your bidding, as tendrils of amber energy connect your fingertips to the cock.

This spell must be cast on a victim who has the *Phallic Spear Technique* feat, and has no effect if cast upon another target. The victim suffers a cumulative -1 penalty on their FORT Save against this spell per each selection of the *Phallic Spear Mastery* feat they possess. If the victim fails their FORT Save, the caster takes command of their *phallic spear.*

The victim is denied their DEX bonus to AC and is considered flatfooted as their own squirming cock fights against their control of their body; as a standard action, the spellcaster can designate a creature within range of the spell's victim of a phallic spear attack, including the victim himself. This attack uses the victim's full base attack bonus with the spellcaster's INT modifier modifying the to-hit roll, and the victim's STR modifier to modify the damage roll. Each round, the victim gains a new FORT Save to end this effect.

PISS LIKE A DRAGON

School evocation (acid, fire, skatto)
Level cleric 5, druid 5, sorc/wiz 5
Casting Time one standard action

Components V,S
Range Basic Range is Close (25 ft + 5 ft/2 levels, see text)
Effect Cone pointing outward from the subject's genitals
Duration Up to 12 hours or until discharged
Saving Throw REF Half **Spell Resistance** Yes

This spell is known as *ryu omoroshi* in the original Japanese, and can be thought of as much a curse as a blessing. Mystical energy courses though the recipient's veins, settling in the bladder. The energy writhes and squirms and begs to be unleashed.

The spell's recipient can hold the mystically charged, energized urine for up to 12 hours, at which point the spell spontaneously discharges. Until the recipient unleashes the magic, she is considered *shaken.* For each hour the magic is held, the spell's range increases by five feet.

When the spell is triggered, it inflicts 1d6 points of acid damage per caster level (maximum 10d6). For each hour the spell is held, the spell inflicts an additional 1d6 points of fire damage (maximum +5d6 fire).

PISS POTION

School transmutation (skatto) **Level** alchemist 4
Casting Time one standard action
Components V, S
Range touch
Duration instant
Saving Throw FORT negates (harmless)
Spell Resistance no (harmless)

By placing your hand over the bladder of the spell's recipient, you instantly cause their bladder to fill with magical liquids processed by their kidneys. The spell's recipient begins urinating; this urine duplicates the effects of any 1st or 2nd level potion drank by the spell's recipient within the past 24 hours. The urine can be drank immediately or stored for up to 1 hour. If not used before that time, the piss potion reverts back to normal urine.

PISSING SWAP

School abjuration (skatto) **Level** alchemist 4, druid 5
Casting Time one standard action
Components V, S
Range close (25 ft + 5 ft/level)
Duration 1 minute/level (D)
Saving Throw FORT Negates (see text)
Spell Resistance Yes

This spell lies dormant in your bladder, pulsing warmly, until discharged. At any point during this spell's duration, when you are targeted by a single target spell or effect with the *skatto* descriptor you may choose to urinate as a swift action. The urine becomes a watery tentacle with a length equal to the spell's range. You can designate one target within this area, including the effects' originator, to become the effect's new target. All other variables about the *skatto* effect remain as the originator intended.

If the redirected *skatto* effect offers a saving throw, the new target saves normally. If the effect normally offers no saving throw, it offers a FORT Save to the new target when redirected in this manner.

PLEASURABLE SLIME

School conjuration (creation, Pleasure)
Level druid 3, sorc/wiz 4
Casting Time one standard action
Components V, S
Range medium (100 ft + 10 ft/level)
Duration 1 round/ two levels
Saving Throw FORT Negates (see text)
Spell Resistance Yes
A basketball-sized orb of gelatinous golden slime streams from the palm of your hand and splashes upon a target like a cum shot. The slime oozes into every pore and every orifice, even finding its way beneath a sealed space suit or full enclosed powered armor!

The target suffers 1d8 points of Pleasure damage per round; during the spell's duration, if the target suffers Pleasure damage from another source, its numerical effects are maximized, as the target's nerves have already been 'primed' by the Pleasurable Slime. The Pleasurable Slime is extremely sticky, reducing the target's base land speed by 10 ft. Each round on its turn, the target can attempt a new FORT Save to end the effect.

PLEASURABLE TEMPTATION

School enchantment (mind affecting, chaotic, evil)
Level cleric 6, witch 6
Casting Time one standard action
Components V, S, DF/M
Range close (25 ft plus 5 ft/2 levels)
Duration Instant
Saving Throw WILL partial (see text)
Spell Resistance Yes
When this spell is cast, waves of orgasmic pleasure pulse through the target, tempting them both body and soul. If the target chooses to accept the spell's temptation, her alignment shifts one step each on both the law/chaos and good/evil axis towards chaotic evil. The target is considered *helpless* with orgasmic pleasure for 1d4+2 rounds, and immediately benefits from a *heal* spell.

A creature that is already chaotic evil is merely rendered helpless and healed, but its alignment does not change. A target that actively resists the spell may attempt a WILL Save. Those who succeed do not succumb to the alignment change, and receive no healing effect, and are merely *shaken* for 1d4+2 rounds instead.

PLEASURE TRAP

School conjuration (Pleasure) **Level** alchemist 5, sorc/wiz 6
Casting Time one standard action
Components V, S
Range close (25 ft + 5 ft/two levels)
Duration 1 round/level
Saving Throw None **Spell Resistance** Yes
This spell conjures a hovering torturer's chair of shining silver steel and glossy black leather, cold and waterproofed. Straps and manacles trap the victim, pulling open their legs and exposing their intimate zones to the attentions of whirring, buzzing torture devices. Each round the Pleasure Trap pins the target, he or she suffers 2d8 points of Pleasure damage.

The Pleasure Trap attacks its target by attempting a Combat Maneuver to grapple and pin the target. The spellcaster uses their caster level and casting ability score modifier in place of their CMB when attempting to trap a target with this spell. If the initial combat maneuver check is successful, it can attempt another check to pin the target in the same round. The target can use combat maneuvers or Escape Artists checks of her own to escape the Pleasure Trap each round. The Pleasure Trap has 50 Hit Points and Hardness 10, but each attack on it has a 50% chance of hitting the trapped victim instead.

POCKET TRANSCENDENCE

School enchantment (mind-affecting) **Level** sorc/wiz 7
Casting Time one standard action
Components V, S
Range close (25 ft + 5 ft/level)
Duration permanent
Saving Throw WILL partial (see text)
Spell Resistance Yes
This spell removes all mental barriers from the subject, dissolving their identity and emotional armor and in so doing also unraveling their physical form. The subject is reduced to a viscous crimson gel, floating within a sphere of exotic matter about the size of a basketball, at roughly eye level.

A target who fails their saving throw is reduced to a helpless mass of exotic matter and falls into a dream-like fugue state, completely unaware of the outside world. Creatures in this state are neither alive nor dead, existing in a state of quantum flux. Creatures who successfully save against this spell are instead merely *confused* for 2d6 hours as their mental barriers strain, crack and reform. *Remove curse* and similar effects will end the period of confusion earlier. Only targets with an INT score of 2 or greater may be affected by this spell.

A target who fails their saving throw may attempt a new saving throw to end the effect every two weeks. Each successive failure increases the WILL Save DC by +1.

A target who awakens from the fugue state is profoundly mentally shaken, but mentally strengthened and evolved. For every 2 weeks spent in the fugue state, the subject has a non-cumulative 10% chance of increasing its INT and WIS scores by +1 each. A subject can earn a maximum +5 enhancement bonus to INT and WIS in this manner. Alternatively, the subject can choose not to gain mental ability score enhancements, instead gaining the psionic subtype and Wild Talent feat as a racial bonus feat.

POETICA PROGRAMMING

School transmutation **Level** alchemist 1, sorc/wiz 1
Casting Time one standard action
Components V, S
Range close (25 ft + 5 ft/level)
Duration one minute/level
Saving Throw WILL Negates (harmless)
Spell Resistance No (harmless)
This spell sends a rush of glowing green data that envelops a single POETICA and makes the android even more so what she was programmed to be. The POETICA's receives a +5 competence bonus on the skills provided by her Racial Skill Bonus, and clothing and armor changes to a costume iconic of the profession (such as a racy nurse's uniform for a medical POETICA, or a severe and modern business suit for a professional POETICA).

PRETTY ORGASM

School illusion (light) **Level** bard 0
Casting Time one minute
Components V, S
Range personal
Effect a 15 ft burst, centered on you
Duration five minutes
Saving Throw No **Spell Resistance** No
As you masturbate to orgasm, colors swirl around you and the air takes on the scent of fine incense. When you finally orgasm, it is such a beautiful act that all around stare in open mouthed awe. This pretty orgasm creates a 15 ft burst around you; for the duration of this spell, all Illusion spells or spells with the Light descriptor use both your casting modifier and the caster's casting modifier to determine their saving throw DC. If you cast spells within this zone, you add twice your casting modifier when calculating the saving throw DC.

PRODUCERS ADVICE

School transmutation **Level** bard 1
Casting Time one standard action
Components V, S
Range touch
Duration 1 minute/level
Saving Throw WILL Negates (harmless)
Spell Resistance Yes
This spell provides all the love, attention and advice a wise producer can provide a young performer in a glistening blaze of amber light. For the spell's duration, the recipient receives a competence bonus on one Perform check of the caster's choice equal to the caster's ranks in that Perform skill. When the caster reaches 10th level, he or she can designate two Perform skills to be so enhanced.

PRODUCERS ADVICE, MASS

School transmutation **Level** bard 5
Range close (25 ft + 5 ft/2 levels)
This spell functions like *producer's advice*, save that it affects one creature/level, no two of which can be more than 30 ft apart.

PULSE OF MISOGYNY

School necromancy (evil) **Level** sorc/wiz 9, witch 9
Casting Time one standard action
Components V, S, M (the severed left hand of a humanoid female)
Range long (400 ft plus 40 ft/level)
Duration 1 round/level
Saving Throw WILL partial **Spell Resistance** Yes
This spell creates a strange zone where women become monstrous, dull witted *things* drawn from the worst recesses of the caster's subconscious. This spell may be targeted at any 5 ft square within range, which becomes the focal point of the effect. The area effected by the spell increases in 5 ft increments each round the spell remains active; it affects one square the first round, nine squares the second, and so on. The illumination in the affected area becomes *Dim Illumination* if better lighting conditions prevail, and remain that way until the spell's duration ends.

Each round they remain in the affected area, all female creatures must succeed at a WILL Save or undergo a hideous transformation. On a failed save, all females have their INT and CHA scores set to 5 (if higher), and become incapable of activating class abilities, nor using innate Supernatural or Spell-Like abilities. If the female makes her WILL Save, she is merely considered *shaken* for the spell's duration. Women affected by this spell become grey-skinned, haggard figures; their hair is matted and sweat soaked, their eyes dull and bleeding. When this spell ends, any women transformed by the spell return to normal, but are considered *exhausted.*

PURITY OF BODY

School abjuration (law)
Level cleric 1, inquisitor 1, paladin 1
Casting Time one standard action
Components V, S, DF
Range close (25 ft + 5 ft/level)
Targets one creature/2 caster levels, no two of which can be more than 30 ft apart
Duration 1 round/level
Saving Throw WILL negates (harmless)
Spell Resistance no (harmless)
When this spell is cast, a silvery light shines down, and clear water sluices over the target's body before quickly sublimating to fresh-smelling steam. For the spell's duration, all creatures affected by purity of body receive a +1 holy bonus on saving throws versus spells and effects with the *skatto* descriptor per four caster levels (maximum +5 bonus).

PURITY OF RAPE

School abjuration (evil) **Level** alchemist 5, cleric 6, witch 6
Casting Time ten minutes
Components V, S, F (viewed pornography of a rape)
Range touch
Area a 60 ft radius from the point touched
Duration 1 hour/level
Saving Throw None (harmless)
Spell Resistance No (harmless)
This spell warps karma and blinds the ethical eye of the universe. As the caster masturbates to orgasm while viewing the vile pornography that forms this spell's focus, he creates a zone of grey darkness 60 ft in diameter. Within this area, light levels are reduced by one step.

More importantly, within this area, powers, magical weapons and effects with the *Eyrines* keyword simply fail to function. In addition, rapes and sexual assault committed in this area are effectively 'negated' from the point of view of such abilities. A creature who commits an act of rape in this zone would not appear as a rapist when viewed through *Eyrines sight,* nor would they suffer additional damage from an *Eyrines weapon* in the future. However, rapes committed outside this spell's zone of effect, or prior to its casting or after the spell ends, affect creatures normally.

QUICK CUM

School necromancy (mind-affecting) **Level** alchemist 1, cleric 1, druid 1, magus 1, sorc/wiz 1
Casting Time one standard action
Components V, S
Range close (25 ft plus 5 ft/2levels)
Duration one round
Saving Throw WILL Negates **Spell Resistance** Yes
A single word, and the target is overcome with pleasure, experiencing an intense, grinding orgasm that leaves them breathless. A target that fails its WILL save is *stunned* until the caster's next turn. If this spell is used on an ally it can speed the casting of sex-based spells. If the ally is casting a spell which requires the caster to orgasm and takes longer than a full round to complete, this spell can be used in conjunction to reduce the sex-magic's casting time to a single full round action.

RAIJIN BARRIER

School abjuration (electrical)
Level cleric 2, sorc/wiz 2, witch 2
Casting Time one standard action
Components V, S
Range personal
Duration 1 round/ level (D)
Saving Throw None **Spell Resistance** Yes
The spellcaster is encircled by a swirling barrier of silver and white lightning that flares and sparks lethally, when extraplanar enemies approach. For the duration of the spell, any time a creature with the Outsider type touches you or successfully attacks with either a melee or natural weapon, it suffers 1d6 electrical damage per two caster levels (5d6 maximum).

Outsiders grappling or who have Swallowed or Engulfed you (or similar effects) suffer 1d10 electrical damage per two caster levels instead (5d10 maximum) per round of contact.

RAINBOW CURE MANIFOLD

School enchantment (light, mind-affecting)
Level bard 5, magus 5
Casting Time one standard action
Components V, S, M (a crystal or semi-precious stone worth 50 gp/DC 7)
Range close (25 ft + 5 ft/level)
Duration 1 round/two levels
Saving Throw WILL negates (see text)
Spell Resistance Yes
When you cast this spell, you are bathed in a shaft of iridescent, multicolored light, which collects in your outstretched hands, before you unleash the glowing storm of light. The Rainbow Cure Manifold's blazing energies heal or reenergize your allies and harm or confuse your enemies.

Select a point within the spell's range as the target area; the Rainbow Cure Manifold affects all creatures within 30 ft of that point. This spell has multiple affects, some of which benefit allies, others of which harm or hinder your enemies.

When you cast this spell roll 2D4 to determine the exact effects. When you reach 15th level, roll 3D4, and when you reach 18th level, roll 4D4.

Spell effects duplicating other spells function as a 5th level spell when determining their saving throw, and follow this spell's listed duration, but otherwise function as normal.

RAINBOW STAGE

School conjuration **Level** bard 6
Casting Time one minute
Components V, S, M (used concert tickets from a performance in a similar genre to the one you intend to stage)
Range 1,000 ft radius + 100 ft/level burst
Duration 1 hour/two caster levels (D)
Saving Throw None (object) **Spell Resistance** No (object)

Instantly, a wonderful performance stage appears, lit from beneath by floor panels that glow in high intensity rainbow colors appears around you, complete with a top of the line sound system and audience accommodations to rival the best stadiums.

The *rainbow stage* appears around you, forming a professional quality stage according to your specifications and desires. The *rainbow stage* extends to the spell's maximum range if the area is large enough to contain a performance area of that size, and stops at any intervening barriers if the area is not large enough. Thus, if you create a performance area inside a warehouse or similar area, it will extend to the maximum space possible. The *rainbow stage* forms around and incorporates small obstructions, such as trees or small pillars.

You decide the distance from the performance stage the audience area is, and can designate either standing or sitting space, or both. You can produce stadium style seating or bleachers, in multiple rows and levels up to 50 ft high. The *rainbow stage* is specially made for

D4	First Beneficial Effect	First Harmful Effect	Second Beneficial Effect	Second Harmful Effect
1	Removes the fatigued condition from allies	Enemies are *dazed* (WILL negates)	Remove the exhausted, sickened or nauseated condition from allies	Inflicts 5d6 Fire damage + 1d6/4 caster levels
2	Acts as *cure light wounds*	Acts as *inflict light wounds*	Acts as *breath of life* if the ally is slain before duration expires, otherwise no effect	*Blinds* enemy for the duration
3	Acts as *bless*	Acts as *cause fear*	Acts as *haste*	*Slows* enemy for the duration
4	Acts as *heroism*	Acts as *bane*	Acts as *cat's grace*	Acts as *bestow curse* (duration limited to this spell)

performances of the type you instead to stage, and provides all performers with a +5 circumstance bonus on one Perform check of your choosing within. In addition, while this spell is in effect, the range of your bardic class abilities and non-damage inflicting bardic spells is extended to any area within the *rainbow stage*, if the range would normally be shorter. Performances are visible and audible at all points within the *rainbow stage*. When the spell ends, audience members and performers are gently lowered back to ground level.

RAISE AND TRANSFORM

School conjuration (healing) **Level** cleric 6
Components V, S, M (an emerald, ruby and sapphire, collectively worth 5,000 gp/DC 23)
This spell functions identically to *Raise Dead*, save that it alters the body and possibly the mind of the creature who is raised. This makes the spell perfect for executed criminals (especially senior Yakuza and Amakaze) who require a new identity after returning to life.

The raised character's physical appearance changes dramatically and permanently, though the character's race and gender remains constant. The raised character must swap two ability scores of choice upon his or her return to life.

RAPE CULTURE

School enchantment (chaos, compulsion, evil, mind-affecting) **Level** witch 9
Casting Time one standard action
Components V, S, Special (caster must have committed an act of rape at least 6 separate occasions)
Range long (400 ft + 40 ft/level)
Area 100 ft radius spread + 10 ft/2 levels
Duration one minute/level (D)
Saving Throw WILL partial (see text) **Spell Resistance** yes
This hellish spell annihilates civilization, dissolving the rule of law, codes of ethics and honor and simple decency into a nightmarish orgy of sexual violence and savagery.

When this spell is cast, all creatures within the spell's area of effect with fewer Hit Dice than the caster must succeed at a WILL Save or have their alignments change temporarily to Chaotic Evil and be filled with an uncontrollable compulsion to violently sexually assault any nearby creature of their own species. Creatures only receive a single saving throw against this effect, and cannot normally end the effect early, nor do they receive a new saving throw with each new oppritunity to rape.

On a successful WILL Save, the creature's alignment changes temporarily to Chaotic Evil, which alters their outlook, priorities and ethics dramatically, but they are not filled with a compulsion towards sexual violence.

Casting this spell is considered an evil act an act of rape, potentially hundreds of times over.

RED FANTASIES

School illusion (mind-affecting) **Level** cleric 6, sorc/wiz 6
Casting Time one standard action
Components V, S, M (some trophy or momento from an executed rapist or lust murderer)
Range medium (100 ft plus 10 ft/level)
Duration one round
Saving Throw WILL partial **Spell Resistance** Yes
This demoralizing, mind-breaking spell forces the target to confront their darkest, most sadistic private fantasies, an experience that many cannot endure. If the target fails their WILL Save, they experience twisted dark fantasies, where they willingly indulge in every vile, depraved and evil act they have ever subconsciously fantasized about….and thoroughly enjoy it. Though these dreams seem to last for hours, in reality, they only take a single round to complete. During this time, the target is *helpless.*

As a result of these fantasies, the target is considered to have willingly committed an evil act, requiring an atonement spell. Non-evil divine spellcasters are especially hindered by this spell, as it usually results in the loss of their class abilities and spellcasting.

If the target succeeds on their WILL Save, they are merely *helpless* for a round, but do not experience the 'red fantasies' that give their spell its name.

RED FANTASIES, MASS

School illusion (mind-affecting) **Level** cleric 9, sorc/wiz 9
This spell functions identically to *Red Fantasies*, except it affects one victim per level, no two of which can be more than 30 ft apart.

REDRAW DOUJINISHI

School transmutation **Level** bard 2, sorc/wiz 2
Casting Time 3d6 minutes
Components V, S, M (a set of Copic or similar markers, worth 50 gp/DC 7), racial (Doujinishi)
Range self or touch
Duration instant
Saving Throw None **Spell Resistance** No
This spell allows a Doujinishi to completely change her style and appearance, or that of another member of her half-imaginary race. Lines drawn on the Doujinishi's skin with the Copic markers that are this spell's material component change the details of the subject Doujinishi's appearance forever.

The spellcaster can make permanent changes to either the caster, or another willing Doujinishi. This spell can change the Doujinishi's height and weight by about 10% in either direction, alter facial features, skin, hair or eye color, change hair length and style, ect. It can also alter a Doujinishi's gender. This spell does not restore missing or damaged organs (for example, by regrowing a lost or blinded eye). These changes are instantaneous effects.

As this spell can only affect a willing creature, it offers no saving throw.

Similar Spells

A variant of this spell, ***Reprogram Arcadian***, requires 50 gp worth of computer memory chips as its material component, and affects Heavy Future's *Arcadians* in the same manner as this spell affects Doujinishi. Similar spells might exist for other created or quasi-real species, such as ***Never Rebrith***, which affects Otherverse America's *Neverborn* race.

RENDING SUSPENSION

School evocation (force) **Level** sorc/wiz 8, witch 8
Casting Time one standard action
Components V, S
Range medium (100 ft + 10 ft/level)
Duration 1 round/level (D)
Saving Throw FORT Partial (see text)
Spell Resistance Yes

The Rending Suspension conjures a zone where gravity itself becomes a weapon and telekinetic claws rip apart living flesh, suspending the pulsing, squirting, screaming remains in a null-gravity zone.

Rending Suspension creates a 50 ft spherical area at any point within the spell's range, to the spell's maximum range. Gravity is negated within this zone, and all creatures and objects within this area float helplessly within the Suspension, losing all existing non-magical movement modes and instead gaining Fly 10 ft (perfect). All creatures and objects within this zone suffer 1d8 force damage per caster level (maximum 35d8); creatures damaged by the Rending Suspension are *slowed* for the spell's duration while they remain within the Rending Suspension zone.

RESONATING BREASTS

School enchantment **Level** bard 4
Casting Time one swift action
Components V, S, Busty
Range personal
Duration 1 round/level or until discharged
Saving Throw None **Spell Resistance** No

Your breasts are imbued with pulsing, throbbing, tingling sonic energy and musical force, and they glow as if a hot red light had been placed beneath the skin, glowing translucent through the fat.

When the character casts Resonating Breasts, she may designate either a single bardic performance or bardic spell with a duration of concentration. She may wait to activate her Resonating Breasts until an appropriate effect begins; if the spell is not activated before its duration expires, it is lost without effect.

Your Resonating Breasts allow you to maintain concentration on a bardic performance or spell for a number of rounds equal to your CHA score, before needing to maintain concentration normally. While maintaining a spell via your Resonating Breasts, you become Vulnerable to Sonic effects.

You may discharge your Resonating Breasts at any time as an immediate action. By doing so, you force a single target of the performance or spell to roll twice on their saving throw against the effect and take the worse of two results. Doing so immediately ends the Resonating Breasts effect.

RESTORATIVE ONSEN

School conjuration (creation, water) **Level** druid 8
Casting Time ten minutes
Components V, S, M (a pebble from an onsen or hot spring)
Range close (25 ft plus 5 ft/2 levels)
Effect 20 ft radius onsen
Duration 2 hours/level (D)
Saving Throw None **Spell Resistance** No
You conjure a steam shrouded natural hot spring surrounded by walls of bamboo so densely grown they may as well be a castle's stone walls. A thin paper and bamboo splits the onsen evenly down the centerline, diving the space into bathing areas for males and females. The onsen appears anywhere, even in the driest or most barren conditions, but the spell must be cast outside on open ground.

The area within the onsen is swelteringly (but not dangerously) hot. The onsen provides no illumination but makes changes the temperature inside regardless of outside conditions. The onsen's water is clean and drinkable.

Bathing nude in the onsen for at least one hour provides the effects of a *restoration* and a *remove curse* spell. Characters can only receive this magical effect if they bathe among their own gender- males must stay on the male side of the onsen, and females on the female side. If the genders are mixed, the onsen's magical healing cannot occur.

Finally, a character who bathes nude in the onsen for at least 8 hours has their body temperature raised, providing them with a *Protection from Energy (Cold),* which can absorb up to 50 points of cold damage, but lasts up to 24 hours or until dispelled. Like the healing effect, this protection effect can only activate if the genders are segregated as they bathe.

Once the spell ends, the onsen vanishes, including any water taken from it, though nourishment, protection or healing gained from its effects remain.

RIGOR MORTIFICATION

School necromancy **Level** cleric 4, druid 4, witch 4
Casting Time one standard action
Components V, S, M (a slice of dissected flesh from an autopsied corpse)
Range close (25 ft + 5 ft/level)
Duration one round/level
Saving Throw FORT negates **Spell Resistance** No
This spell hardens undead tissue into the immobility of *rigor mortis*, splashing undead flesh with lurid purplish lividity markings. Demon hunters often use this spell to bring down ancient undead horrors, as do the demons that prey on the beautiful Goryohime.

When this spell is cast on an undead target, the creature suffers 1d6 points of temporary DEX damage, which overrides the normal undead immunity to ability score damage, and reduces the target's movement speeds by half, as per the *slow* spell. The undead gains a new FORT save each round to end the effect. The effects of multiple rigor mortification spells increase the DEX damage, and extend the duration.

RIGOR MORTIFICATION, MASS

School necromancy **Level** cleric 7, druid 7, witch 7
This spell functions as *rigor mortification*, save that it affects one undead target/two caster levels, no two of which can be more than 30 ft apart.

SADISTIC DISSECTION

School necromancy **Level** alchemist 6, magus 6, sorc/wiz 6
Casting Time one standard action
Components V, S, M (a dissecting scalpel or gutting knife)
Range medium (100 ft plus 10 ft/level)
Duration 1 round/level (D) (see text)
Saving Throw FORT negates (see text)
Spell Resistance Yes
Lashing tendrils of energy leap from the spell caster's fingers to flay the target alive. Phantom scalpels cut away bits of flesh and bone, reducing what used to be a man into a quivering lump of bloody tissue.

If the victim fails his save, each round of the spell, the victim suffers some kind of permanent physical alteration. The victim can attempt a new save at the end of each round to end this effect. The victim chooses which permanent physical alteration to suffer each round.

- The victim can choose to suffer 1 point of permanent ability damage to any of his ability scores.

Alternatively, the victim can choose a more horrible physical alteration from the following list. Each time one of these horrible alterations is inflicted, it reduces the duration of the Sadistic Dissection spell by 1d4+1 rounds; if this would reduce the duration to 0 rounds, the spell inflicts the last alteration and then immediately ends.

The target can choose to become:

- Permanently blinded.
- Permanently deafened.
- Permanently mute, unable to speak or cast spells with verbal components.
- Suffer a permanent -10 ft reduction to base land speed.

SADISTIC DISSECTION, MASS

School necromancy (evil) **Level** sorc/wiz 9
This spell functions identically to *Sadistic Dissection*, except that it affects one creature per level, no two of which can be more than 30 ft apart.

SADISTIC MACHINE

School conjuration (creation, evil)
Level alchemist 2, sorc/wiz 3, witch 3
Casting Time one standard action
Components V, S
Range close (25 ft + 5 ft/level)
Duration 1 round/level (D)
Saving Throw REF partial (see text) **Spell Resistance** no
This spell summons an elaborate and sadistic, rapacious machine that holds its victim in humiliating bondage that only the most obscene and submissive of sex acts can free them from.

The spell's victim is held in an elaborate, and complex sexual torture device which destroys any non-magical clothing or armor they are wearing for access to their body. The spell's victim is held fast in the device, and considered helpless. Each round, the victim suffers 2d6 points of non-lethal damage from various tortures inflicted by the sadistic machine. The target may attempt a Perform (sexual) check to negate the round's damage. The check DC is equal to the spell's save DC. If the victim succeeds on three consecutive Perform (sexual) checks, the device releases the victim and the spell ends. The spell's victim is considered *nauseated* for one round after the spell ends.

If the target succeeds on their initial REF Save against the spell, they are able to retain partial mobility on the device and gain a +5 circumstance bonus on all Perform (sexual) checks made in the device due to their bonds not being quite as tight. Casting this spell is considered both an evil act and an act of rape.

SAFE PLAY

School abjuration **Level** cleric 1
Casting Time one standard action
Components V, S, M (a modern ballgag, 20 gp/DC 4)
Range touch
Duration one sexual encounter, up to one hour in duration
Saving Throw WILL Negates (harmless)
Spell Resistance No
The caster traces an invisible *kanji* of protection over the recipient's heart. For the spell's duration, accidental damage caused by risky sexual practices (such as breathplay or extreme bondage) is considered non-lethal damage. This spell has no effect on intentional harm done to the recipient- it merely keeps the recipient alive in the face of unpredictable sexual hazards.

SAMEBITOS MAW

School transmutation **Level** alchemist 2, cleric 2, druid 2, magus 2, sorc/wiz 2, witch 2
Casting Time one standard action
Components V, S, M/DF (a shark's tooth)
Range touch
Duration 1 minute/level
Saving Throw WILL Negates (harmless)
Spell Resistance Yes (harmless)
Your jaw transforms into a wide, sharklike maw lined with row upon row of lethal, triangular teeth. You gain a bite attack as a primary natural attack form. Your bite inflicts 1d8+STR slashing damage (for a Medium creature). The bite of a Small creature inflicts 1d6; Large creatures bite for 1d10. Your bite inflicts 1 point of ongoing Bleed damage.

SAMEBITOS MAW , MASS

School transmutation **Level** alchemist 6, cleric 6, druid 6, magus 6, sorc/wiz 6, witch 6
Casting Time one standard action
Components V, S
Range close (25 ft + 5 ft/level)
Saving Throw Spell Resistance
This spell functions like *Samebito's Maw,* except that it affects one creature/level, no two of which can be more than 30 ft apart.

SCATOLOGICAL EJECTION

School transmutation (skatto)
Level druid 3, magus 2, sorc/wiz 3, witch 3
Casting Time one standard action
Components V, S,M (a handful of feces)
Range long (400 ft + 40 ft/level)
Duration instant
Saving Throw FORT partial (see text)
Spell Resistance Yes
With a single gesture, you force a machine into a stuttering, spasming parody of human-like bowel cramps, before an almost organic, rectum-like orifice opens directly beneath the driver or pilot and poops the unfortunate out.

Scatological Ejection can be cast upon any enclosed, piloted vehicle including piloted constructs and mecha. It cannot affect non-enclosed vehicles, such as motorcycles. On a successful save, the vehicle's speed is halved for one round as a result of the vehicle's almost comedic, cramp-like motions. If the vehicle's driver or controller fails their FORT Save, the vehicle immediately becomes out of control, and the driver is shit out by the vehicle, appearing adjacent to the vehicle and possibly suffering falling damage based upon the vehicle's speed and altitude (if applicable). The pilot is covered in a sheen of filthy and shit-like clotted oil, and is *nauseated* for 1d4 rounds.

SCHOOLDAY ARMORY

School conjuration (creation)
Level bard 2, cleric 3, magus 2, sorc/wiz 3
Casting Time one standard action
Components V, S, F (the patch or crest from a school uniform)
Range medium (100 ft + 10 ft/level)
Duration one hour
Saving Throw WILL negates (harmless)
Spell Resistance Yes (harmless)
When you cast this spell, you wrap yourself and your friends in cocoons of iridescent rainbow fire, the heatless flames of which quickly solidify into pristine school uniforms and the kind of improvised, yet still dangerous weapons available to Black Japan's children.

You may affect yourself plus a number of allies equal to your primary casting ability score modifier with this spell, no two of which can be more than 30 ft apart. For the spell's duration, all subjects are dressed in a *school uniform*; existing armor, if any, is mystically replaced for the spell's duration and becomes useless. The caster determines the style and appearance of the uniforms, which are fundamentally the same (cosmetic gender differences in uniform style aside) for all recipients.

In addition, each subject gains their choice of one of the following weapons, for the spell's duration: *tanto, dagger, baseball bat (club), box cutter (scalpel), naginata, short bow & a quiver of 20 arrows.*

If either the weapon or the armor is destroyed or leaves the subject's possession it simply vanishes. At caster level 10th, this spell produces a +1 school uniform and weapon instead.

SCHOOLGIRL SCISSORLOCK

School evocation (Force, Pleasure)
Level bard 4, sorc/wiz 3
Casting Time one standard action
Components V, S
Range medium (100 ft + 10 ft/level)
Duration 1 round/ two caster levels
Saving Throw REF negates **Spell Resistance** yes
This visually spectacular spell is a favorite of the more ecchi combat mages out there. A phantom school girl made out of roiling, luminous purple force is conjured from the nothingness and wraps her shapely, stockinged legs around the face of her target.

If the target fails their REF Save, they are considered *blinded* and *encumbered*. The phantom school girl may then make a Combat Maneuver check to grapple using the spellcaster's caster level and casting ability modifier as the CMB. If the grapple check is successful, the phantom schoolgirl grinds her glowing purple pussy into the victim's face. Each round the phantom school girl maintains the grapple, the target suffers 1d6 pleasure damage and begins suffocating. If the target would be sexually attracted to creatures of the phantom school's gender and species, the pleasure damage per round is increased to 2d6, and the target suffers a -2 penalty on combat maneuver checks against the target.

If the schoolgirl's target successfully breaks the grapple, the phantom schoolgirl dissipates and the spell ends.

SCHOOLGIRL'S TWINTAILS

School transmutation **Level** alchemist 2, bard 2, magus 2, sorc/wiz 2, witch 2
Casting Time one standard action
Components V, S, Gender (female)
Range personal
Duration one minute/level (D)
Saving Throw None **Spell Resistance** No
In a flare of shimmering golden light, your hair ignites, burning with mystical fire before transforming into a pair of elongated, dramatic and brightly colored twintails that look like shojo anime come to spectacular life.

For the spell's duration, the caster gains the Serpentine Mane and Super Kawii feats as bonus feats, even if she does not meet the prerequisites.

SEKISHO BARRIER

School abjuration **Level** cleric 5, sorc/wiz 5
Casting Time one standard action
Components V, S
Range close (25 ft + 5 ft/level)
Duration one round /4 caster levels
Saving Throw WILL Negates (object- see text)
Spell Resistance No
This spell conjures a golden wall of greedy light, named for the old toll barriers so hated by the peasantry of feudal Japan. The barrier can be created anywhere within the spell's range and occupies a single 5 ft square per two caster levels. The barrier can be shaped as the caster desires, but the *sekisho barrier* must be contiguous.

The *Sekisho Barrier* removes mundane and magical weapons, magical items, equipment and armor from those passing through it, leaving these items neatly stacked on the far side of the barrier. The only items not removed by the sekisho barrier are ordinary clothing, skill kits and mundane adventuring gear and Light, non-magical armor. All other objects are removed by the barrier. Each item receives a WILL Save to avoid removal. The removal of objects does no harm to them, and the *sekisho barrier* cannot remove implanted devices, such as cybernetics or implanted magical items or symbiotes.

SEMEN LIKE CLAY

School transmutation **Level** alchemist 1
Casting Time one standard action
Components V, S
Range personal or touch
Duration one hour
Saving Throw FORT negates (harmless)
Spell Resistance yes (harmless)
You can either cast this spell upon yourself or upon a male creature by touch. For the spell's duration, the affected creature ejaculates a thick, viscous liquid that can be molded like clay, wax or soft plastic.

You can use semen enchanted by this spell to shape a roughly handsized, non-magical object; a Craft check might be necessary to shape complex objects. Once shaped, the semen has Hardness 2 and 5 HP and a stone like texture. The shaped semen retains its shape until deliberately manipulated again, or until the spell's duration expires at which point it becomes non-magical semen. During the spell's duration, the semen functions normally despite its strange viscosity – it can still impregnate a woman, pass diseases, or be genetically tested, for instance.

SENSUAL TREMBLING

School necromancy **Level** alchemist 2, sorc/wiz 2
Casting Time one standard action
Components V, S, M (a tiny vial of sexual fluids)
Range close (25 ft plus 5 ft/2 levels)
Duration one day
Saving Throw WILL Negates **Spell Resistance** Yes
This spell fills the target with unthinking lust- their genitals tingle and burn and itch to be used. Until the target has a sexual encounter with another character of the same race, they are considered *Shaken.* Masturbation or sex with other creature types have no effect on this spell- the target remains crazed with lust and in the case of males, painfully erect. This secondary aspect has sometimes allowed this spell to be used as a kind of perverse sex aide, when cast on a willing subject.

SEX STINK

School conjuration (creation)
Level alchemist 1, druid 1, sorc/wiz 1
Casting Time 1 standard action
Components V, S, M (a drop of the caster's sexual fluids)
Range close (25 ft plus 5 ft/ 2 levels)
Effect a 30 ft + 5 ft / 2 levels burst
Duration 1 minute / level
Saving Throw FORT Negates (see text)
Spell Resistance No
This spell conjures a pale amber mist that fills a sphere that is 30 ft plus 5 ft/2 levels in diameter. These vapors stink of pheromone risk sweat and sexual musk, and incite an instinctive lust.

Any creature of the caster's creature type entering the area must succeed at a FORT Save or suffer a -2 penalty on INT and WIS based skill checks and saving throws against sex-based illusions and mind-influencing effects. These effects last as long as the character remains n the cloud and for 1 minute afterward. Creatures of the same species as the caster suffer a -5 penalty on their saving throws.

SEXUAL MANIPULATION

School enchantment (charm, mind-affecting) **Level** bard 1, cleric 1, druid 1, sorc/wiz 1, witch 1
Casting Time one standard action*
Components S
Range touch
Duration 1 hour/level
Saving Throw WILL negates **Spell Resistance** Yes
This spell can be cast subtly, with just a few motions of the fingers and tongue, even while the caster is engaged in pleasuring another creature. This spell is made as part of a Perform (sexual) check. If the target fails their WILL Saving Throw, the caster's sexual performance becomes a brief obsession, preying on their mind, making them more succeptible to the caster's wiles.

For the spell's duration, any time the caster is called to make a Bluff or Diplomacy check against the target, the check's minimum result is equal to the Perform (sexual) check made as part of the casting of this spell. If the Bluff or Diplomacy check result is higher, use that result instead.

SEXUAL RECONFIGURATION

School transmutation **Level** alchemist 2, druid 1
Casting Time one standard action
Components V, S, Racial (Battlechanger)
Range personal
Duration one day (D)
Saving Throw None **Spell Resistance** No
This spell transforms a fully mechanical Battlechanger into a hybrid bio-mechanical creature that can enjoy sex with fully organic lifeform. Primary and secondary sexual characteristics, compatible with most humanoids, appear, subtly modifying the Battlechanger's appearance, making them more human-like and attractive to organic eyes. Often these delightfully fleshly new appendages can be concealed between retractable armor panels or plating, easily removed by the transformed Battlechanger.

In addition to giving the Battlechanger the ability to enjoy humanoid sex, it provides an otherwise genderless robot with a defined gender, and allows the use of sex-related powers and feats. This spell functions as a slightly improved version of *comfortable act* as well. The Battlechanger is capable of fathering or bearing hybrid children while this spell is in effect; if impregnated, the pregnancy continues even beyond the spell's duration.

SHARED CULTURE

School enchantment (mind-affecting)
Level bard 2, cleric 2, sorc/wiz 2
Casting Time one standard action
Components V, S, Special (caster must have the cultural template to be bestowed)
Range touch
Duration 1 hour/level
Saving Throw WILL negates **Spell Resistance** yes
Merely by touching a creature, you grant that creature any Cultural Template you possess for the spell's duration. The spell's recipient immediately gains all the benefit and drawbacks of the Cultural Template, including ability score modifiers, which function identically to bonuses provided by spells such as *bull's strength.*

SHOJO BURST

School evocation **Level** magus 3
Casting Time one immediate action
Components V, S, Gender (female)
Range 20 ft burst, centered on the caster
Duration 1 round
Saving Throw WILL negates (harmless)
Spell Resistance Yes (harmless)

With a joyous cry, an eruption of shimmering pink and gold illumination pours forth from a female occultist's body. This energy eruption restores 1d4 HP to all allies within range, plus 1 point per four caster levels. In addition, all allies within the burst radius receive a +1 luck bonus on all saving throws for one round. The caster herself benefits from both aspects of this spell.

SHONEN BURST

School evocation (electricity, fire) **Level** magus 3
Casting Time one immediate action
Components V, S, Gender (male)
Range 20 ft burst, centered on the caster
Duration instant
Saving Throw REF half **Spell Resistance** yes

With an exuberant yell, an eruption of brilliant golden energy bursts forth from a male occultist's body. This energy eruption inflicts 2d6 points of energy damage + 1d6 per four caster levels; half this damage is Electricity, half is Fire, nd the spell offers all targets within the burst radius a REF Save for half damage.

SHORTTANKS TRANSFORMATION

School transmutation **Level** alchemist 2, bard 2, druid 2, magus 2, ranger 2, sorc/wizard 2
Casting Time one standard action
Components V, S, Pettanko
Range touch
Duration 1 minute/level
Saving Throw WILL negates (harmless)
Spell Resistance Yes

When this spell is cast, it transforms a female recipient into a tougher, more tomboyish and more adventuresome soul. The recipient gains a +1 enhancement bonus to all her physical ability scores (STR, DEX and CON) as well as her WIS score, which function like a somewhat lesser version of spells like *cat's grace*.

While the spell in effect, the recipient receives a +2 enhancement bonus to her Initiative check results as well as Acrobatics, Climb and Swim checks.

Special: Only female creatures can benefit from shorttank's transformation. Males targeted by the spell are simply not affected in any way.

SHORTTANKS TRANSFORMATION, MASS

School transmutation **Level** alchemist 6, bard 6, druid 6, magus 6, sorc/wizard 6
Range close (25 ft + 5 ft/2 levels)
This spell functions like *shorttank's transformation*, save that it affects one creature/level, no two of which can be more than 30 ft apart.

SLUT TRAINING

School necromancy **Level** sorc/wiz 4
Casting Time One standard action
Components V, S, M (a few drops of blood or semen)
Range Touch
Duration 24 hours
Saving Throw WILL Negates **Spell Resistance** No
This vicious curse is often used by slave-breakers and pimp-wizards to debase captives or to spice up an orgy with an added edge of desperation. When this spell is cast, a damaging, contingent curse is tied to the victim's karma. Exactly twenty four hours after this curse is bestowed, the victim will suffer 100 points of damage +5 points per caster level (maximum 200 HP damage).

The victim suffers one fewer point of damage for every person he or she brings to orgasm prior to the curse's activation. The mage specifies whether bringing males or females (or both) to orgasm mitigates the effects of the magic.

Slut Training can't be dispelled, but it can be removed with a *break enchantment* or *remove curse* spell.

SMART DRUG

School transmutation **Level** alchemist 1
Casting Time one standard action
Components V, S, M (an empty pill bottle or blister cap)
Range touch
Duration instant
Saving Throw WILL negates (object)
Spell Resistance Yes (object)
You touch a book, e-book, scroll or other non-magical form of media such as a CD or the contents of a flash drive or the like and transform the item into a single consumable pill. The spell can affect any non-magical form of media. Once transformed, the media affected become a pill which can be swallowed, allowing the swallower to completely experience the stored data as a standard action. Thereafter, the original data is destroyed, but the character who took the pill recalls it as easily as they recall any other book they've read or CD they've listened to, for instance. The work's title appears on the label of the pill bottle or blister cap.

SNIPER CHILD

School transmutation
Level alchemist 2, magus 2, sorc/wiz 2
Casting Time one standard action
Components V, S, M (a spent shell casing)
Range close (25 ft + 5 ft/level)
Duration one minute/level
Saving Throw WILL Negates (harmless)
Spell Resistance Yes (harmless)
A wisp of blue energy, like drifting cordite smoke turns even the weakest, smallest child into a dead-eyed sniper. This spell will only affect living creatures in the Young Adult age category or younger; the spell has no effect on older characters.

For the spell's duration, the child gains Personal Firearms Proficiency and Advanced Firearms Proficiency, as well as Exotic Firearms Proficiency in all sniper rifles as racial bonus feats. The weight of firearms and ammunition do not count toward the child's encumbrance, allowing even toddlers to carry and effectively fire massive firearms.

SOILING BILE

School conjuration (acid, creation, skatto)
Level alchemist 1, druid 1
Casting Time one standard action
Components V, S
Range close (25 ft + 5 ft/level)
Duration 1 minute
Saving Throw none **Spell Resistance** no
You vomit a high pressure stream of shit and slime. With a successful ranged touch attack, you inflict 1d6 points of acid damage plus 1 point per caster level (maximum 1d6+10 acid). A target struck by the vomit is covered in filth, and suffers a -2 penalty on saving throws against spells and effects with the *skatto* descriptor for the spell's duration. The target can end this effect by full submersion in water or being splashed with large amounts of water.

SOUL FREEZE

School evocation (cold) **Level** druid 9
Casting Time full round action
Components V, S
Range 1 mile radius + 1 mile per 4 caster levels
Duration 1 round/level (D)
Saving Throw FORT partial **Spell Resistance** Yes
You open a portal behind the clouds, unleashing a snowstorm for the ages, summoned from the coldest corner of the Black Else and its grey sky. Everything in the path of the snow freezes and shatters.

All creatures and objects within the range of the soul freeze suffer 1d6 points of cold damage per two caster levels. Each round of exposure inflicts 1d6 points of DEX damage, and reduces the target's land speed by 10 ft. A successful FORT Save halves the cold damage, and negates that round's DEX damage and reduction in base land speed. Once the spell ends, lost DEX and land speed returns at the rate of 1 DEX or 5ft landspeed per minute.

Creatures reduced to either 0 DEX or 0 ft land speed by this spell freeze completely, transforming into an icy statute, as if by *flesh to stone*, save that the target is transformed to ice rather than rock.

The soul freeze deposits roughly half an inch of snow and ice per round, which melts normally and remains after the spell's duration expires.

SPEEDY AND SMALL BREASTS

School transmutation **Level** magus 1
Casting Time one immediate action
Components V, S, Pettanko
Range personal
Duration instant
Saving Throw None (harmless) **Spell Resistance** No
You take great pride in your flat-chested athleticism- no big breasted rival's ever going to be fast enough to get the jump on you! You may cast this spell as an immediate action. Doing so improves your place in the initiative order to +1 better than the highest scoring combatant involved who has the Busty Extreme trait, as if you readied an action to interrupt that character. This counts against your limit of one quickened spell per round. If no combatants involved have the Busty Extreme trait when you cast this spell, you merely improve your own initiative result by +1.

SPIDER YOKAI

School transmutation (chaos)
Level alchemist 4, druid 4, sorc/wiz 4, witch 4
Casting Time one standard action
Components V, S, M (a tiny vial of urine or digestive fluid from a child)
Range personal
Duration 1 round/ level
Saving Throw None **Spell Resistance** No
When this spell is cast, your bones break, or even more disturbingly, they bend like soba noodles, and take on a new alignment. Your head twists backward, a spiderlike maw with chittering, acid dripping mandibles opening out of the top of your skull. Your ribs become additional legs, while your fingers elongate and become additional razor-sharp mandibles, longer than *tanto*.

While this spell is in effect, you take a horrifying new shape that looks like an arachnid made from twisted flesh. Your gear merges into your body and becomes useless. While in the spider yokai form, you gain the following qualities.

- 30 ft Climb speed and a +8 racial bonus on Climb checks
- Nocturnal: you suffer a -2 morale penalty on attack rolls, skill checks and saving throws in bright artificial light or sunlight
- Regeneration 5 (lawful or cold iron weapons, cold)
- Two talons, primary natural attacks (1d6 + STR slashing, 20/x3)
- Bite attack, secondary natural attack (1d4 +1/2 STR plus Large Scorpion Venom)
- Inability to cast spells with somatic components

SPIT NAIL

School conjuration **Level** magus 3, sorc/wiz 4, witch 4
Casting Time one standard action
Components V, S, M (a handful of tacks or carpenter's nails)
Range close (25 ft + 5 ft/level)
Duration instant
Saving Throw REF half **Spell Resistance** No
You puff out your cheeks and blow a seemingly endless barrage of rusty nails like a strange breath weapon. This spell affects all creatures in a line to its maximum range, inflicting 1d6 points of piercing damage per caster level (maximum 15d6), with a REF Save for half damage. These nails are considered cold iron weapons for the purpose of overcoming damage reduction.

STRANGLING HAIR

School transmutation;
Level magus 3, sorcerer/wizard 3, witch 3
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration concentration, up to 1 round/level
Saving Throw none; **Spell Resistance** yes

Your hair animates and extends to grapple and constrict an opponent. Make a grapple check against the target using your caster level as the base attack bonus plus a bonus equal to your Intelligence bonus (if a witch or wizard) or Charisma bonus (if a sorcerer). This grapple check does not provoke attacks of opportunity.

If your hair succeeds in grappling a foe, that creature takes 1d6 points of damage or your unarmed strike damage, whichever is greater, and gains the grappled condition. Your hair receives a +5 bonus on grapple checks made against opponents it is already grappling, but cannot move foes or pin foes. Each round that your hair succeeds on a grapple check, it deals an additional 1d6 points of damage. The CMD of your hair, for the purposes of escaping the grapple, is equal to 10 + its CMB. Once you choose a target, your hair continues to attack that target independently of your own actions. You may designate a new target as a move action, which causes your hair to release its current target (if any) and attack the new target that round. Your hair cannot be targeted as a separate creature, but it can be dispelled.

STARVATION

School necromancy (death, evil, skatto)
Level druid 5, witch 5
Casting Time one standard action
Components V, S
Range medium (100 ft + 10 ft/level)
Duration instant
Saving Throw FORT partial **Spell Resistance** Yes

Crackling violet flames burn the nutrients out of a victim's gut and melt away subcutaneous fat deposits. When this spell is cast, any nutrition consumed by the victim is negated, and any ongoing magical effects from potions, magical food, candies or similar sources with a caster level 5th or less is automatically dispelled. In addition, the target is considered to have gone without food for 3d6 days + 1 additional day/caster level. A successful FORT Save against the spell reduces the period without food by half.

In addition, the victim must succeed at a single FORT Save (DC 10 + 1 per effective day without food) or become fatigued. The victim additionally suffers 1d6 non-lethal damage per effective day without food, which becomes lethal if it exceeds the victim's maximum HP total. The fatigue caused by this spell cannot be removed until the victim gets food and water.

Special: Characters in the Young Adult age category, or with the *Small Breasts Forever* trait, or with any trait or feat with *Loli* in the name suffer a -4 penalty on their saving throw against this spell. Loli characters verge on waifish emaciation, that this spell exploits.

STARVATION, MASS

School necromancy (death, evil, skatto)
Level druid 8, witch 8

This spell functions identically to *starvation,* save that it affects one target/two caster levels, no two of which can be more than 30 ft apart.

STICKY BREASTS

School transmutation **Level** alchemist 1, druid 1
Casting Time one standard action
Components V, S, Busty
Range personal
Duration one round/level (D)
Saving Throw REF negates **Spell Resistance** Yes

Your sweaty, gooey, gelatinous breasts suck your lovers to your chest and do the same for deadly weapons, trapping them within your heaving flesh. Any weapon that strikes the caster is stuck fast to the caster's Sticky Breasts unless the wielder succeeds at a REF Save. Attempting to free a stuck weapon requires a STR check with a DC equal to 15 + the caster's CHA modifier, but doing so provokes an attack of opportunity from the caster. The caster's Sticky Breasts give her a +8 racial bonus on grapple checks; she can attempt to grapple a foe as a free action when ever a creature successfully hits her with a natural attack or unarmed strike.

The caster does not gain the grappled condition when she grapples a foe, nor does she provoke attacks of opportunity when she attempts to do so. If the caster suffers 10 points of fire or acid damage, is doused in powerful solvent, the spell immediately ends.

SUDDEN FLOWERING

School transmutation **Level** druid 4, witch 5
Casting Time one standard action
Components V, S, M (a Kijimunna's fruiting body)
Range close (25 ft plus 5 ft / level)
Area 30 ft omni-directional burst
Duration permanent
Saving Throw WILL Negates (object) **Spell Resistance** No (object)

With a squealing cry of child-like joy, you toss a nourishing berry freely given from a Kijimunna's body into the air, where it explodes in a storm of juicy pulp and cherry blossom leaves. (Kijimunna are described in *Black Tokyo Legends: Races of the Tatakama*, Otherverse Games, 2012.) All non-magical metal objects- from swords, guns and cell phones to modern automobiles within the burst area are transmuted to wood, flowers and fruits. Attended objects are allowed a WILL Save to resist the transmutation.

Most objects transformed into wood and plant matter become useless, but melee weapons transformed by this spell are simply treated as clubs or quarterstaffs, depending on size and shape. Sudden Flowering does not affect metal directly implanted in a living body- it cannot affect dental fillings, earrings, nor cybernetic implants, nor will it affect characters created from metal, from constructs to POETICA, Star Droids or other form of heroic robots.

STUFF THE LIVING BANQUET

School conjuration (creation, evil) **Level** witch 7
Casting Time one standard action
Components V, S, M (a vial or bowl of fine, goose pate stuffing worth at least 100 gp)
Range close (25 ft + 5 ft/level)
Duration one hour + 12 hours (see text)
Saving Throw FORT Negates **Spell Resistance** Yes

This spell forces an endless stream of stuffing and breading into the screaming mouth of a victim intended for immediate butchery at a cannibal feast…or perhaps even worse, an unfortunate creature that will be roasted and served alive.

If the target fails his or her saving throw, they are considered *nauseated* for one hour, by the vast amounts of stuffing and food engorging their belly, and the victim is prepared for the knife. They automatically fail FORT Saves to resist *coup de gras* attempts for one hour after the spell ends. If the target is butchered before one hour elapses, the target's remains become a *heroes' feast,* and may be consumed to gain the effects of that spell normally. The *heroes' feast* effects last 12 hours from the moment of slaughter. If the target is not killed before one hour elapses, this spell ends and has no further effect.

STUNNING ORGASM

School evocation (Pleasure) **Level** alchemist 1, cleric 1, druid 1, magus 1, sorc/wiz 1, witch 1
Casting Time 1 standard action
Components V, S
Range medium (100 ft plus 10 ft/level)
Duration instant
Saving Throw WILL half (standard rules for Pleasure)
Spell Resistance Yes

A pulse of energy slippery red energy bursts from the caster's fingers and streaks toward the target. The target takes 1d6 points of Pleasure damage, and is considered *dazed* for a number of rounds equal to ½ the Pleasure damage inflicted (minimum 1 round).

STUNNING ORGASM, GREATER

School evocation (Pleasure) **Level** alchemist 3, cleric 3, druid 3, magus 3, sorc/wiz 3, witch 3

This spell functions similarly to *Stunning Orgasm*, save the target suffers 3d6 points of Pleasure damage, plus +1d6 points of additional non-lethal Pleasure damage per two caster levels.

STUNNING ORGASM, MASS

School evocation (Pleasure) **Level** alchemist 3, cleric 3, druid 3, magus 3, sorc/wiz 3, witch 3
This spell functions as *Stunning Orgasm*, save that it affects one target/level, no two of which can be more than 30 ft away from each other.

SUPER-BREAST RAINBOW

School evocation (see text) **Level** bard 2, sorc/wiz 2
Casting Time one standard action
Components V, S, Busty
Range medium (100 ft + 10 ft/level)
Duration one round/level (D)
Saving Throw REF half **Spell Resistance** Yes
When you cast this spell, your breasts glow with internal lights that dance within the fatty tissue, beneath the skin. Drops of acid, wisps of flame and tiny icicles drip from your nipples.

For the spell's duration, you can fire one ray from your breasts as a standard action each round. This ray inflicts 2d6+ caster level points of damage (REF half, max 2d6 + 15). The energy type is chosen by the caster each round. The spell's subtype is the same as the energy type chosen for each blast, and can change multiple times over the course of the spell.

The available energy types, and the color of the rays are: Acid (green), Cold (white), Electricity (blue), Fire (red), Force (purple), Pleasure (pink), Sonic (yellow)

SUPER-BUSTY BRIDE!

School abjuration (force) **Level** bard 6, sorc/wiz 6
Casting Time one standard action
Components V, S, Busty
Range personal
Duration one round/level
Saving Throw None **Spell Resistance** No
When you cast this spell, you glow with ivory light, and are enshrouded in a ghostly and cleavage-revealing wedding gown the color of moonlight on water.

For the spell's duration, the magical properties of any magic item worn in the Armor, Body or Shoulders slots are suppressed, in favor of the magical bridal gown created by the spell. While wearing the magical bridal gown, the character gains a +4 deflection bonus to AC; at caster level 15th, this increases to +6. Because this is a force effect, it blocks magic missiles.

While wearing the bridal gown, the character becomes immune to death effects, petrifaction and polymorphing and gains a +4 enhancement bonus on saving throws against spells with the *Skatto* descriptor. The character receives a +4 enhancement bonus to her CHA score while wearing the bridal gown, which functions identically to Eagle's Splendor. The magical bridal gown makes the wearer even more beautiful, and keeps her that way even in the face of magical threats.

SUPER-ELASTIC BUSTY CHARGE!

School transmutation **Level** cleric 3, druid 3, sorc/wiz 3
Casting Time one standard action
Components V, S, Busty
Range personal
Duration one minute/level (D)
Saving Throw None **Spell Resistance** No
Your boobs bounce like rubber; your entire body is delightfully soft and boneless, just like your massive breasts. You receive a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps, and gains Damage Resistance 5/piercing.

The character gains a boob slam attack. The boob slam is a primary natural attack which inflicts 1d6 + CHA modifier points of bludgeoning damage. (1d4 for small characters; 1d8 for large characters.) The character can make a single boob slam attack as a swift action at her highest base attack bonus; if the character moves 30 ft or more during the round, the additional jiggliness of her motion provides a +4 luck bonus on attack and damage rolls with the boob slam attack.

SUPERNATURAL CALLING PLAN

School divination **Level** alchemist 3, bard 3, sorc/wiz 3
Casting Time one minute
Components V, S, M (occult paints and calligraphy brushes worth 100 gp/DC 10)
Range touch
Duration one hour/level
Saving Throw None (object) **Spell Resistance** No (object)
Simply by painting a connectivity *kanji* on the case of a laptop, cellphone or other high-tech communication device, you give the device the ability to communicate across planes. For the spell's duration, the enchanted device functions exactly as if in the caster's nation of origin regardless of which plane the device is used on.

For instance, a Japanese caster who enchants their smartphone with this device would be able to get a signal even in the remotest forest of the *Tatakama* or anywhere in the endless void of *Limbo,* as if they were standing on a streetcorner in downtown Nagasaki. However, this spell specifically does not extend coverage to remote areas of the caster's home plane or nation where it does not exist.

SURGE OF GIRLISH VIGOR

School transmutation **Level** alchemist 2, magus 2
Casting Time one standard action
Components V, S, Pettanko
Range personal
Duration instant
Saving Throw None **Spell Resistance** No
When this spell is cast, your tiny breasts flare with amber light, which radiates throughout your body, completely re-energizing you and giving you a rush of new confidence. You remove the fatigued and exhausted conditions, and regain Hit Points as if you had rested for a night. For one round after the spell is cast, you receive a +2 morale bonus on WILL Saving throws.

SUSHI RAMPAGE!

School conjuration **Level** magus 2, sorc/wiz 2, witch 2
Casting Time one standard action
Components V, S
Range medium (100 ft + 10 ft/level)
Duration 1 round
Saving Throw REF half **Spell Resistance** No
This spell conjures up a ghostly sushi chef made of animate blinking neon, like an Akihabara restaurant advertisement, who wields what seems like a hundred chopping blades with furious, impossible speed.

When this spell is cast, you summon a ghostly sushi chef warrior of the caster's size who appears at the chosen location and begins a full attack sequence, using your spellcaster level and your INT modifier in place of its base attack bonus and strength bonus. The sushi chef warrior is treated as possessing the Cleave and Great Cleave feats as well as a favored enemy (dragons and humanoids with the aquatic or reptilian subtypes) as a ranger of your spellcaster level. The sushi chef warrior's blade is treated as a +1 dagger and uses your INT modifier to determine its bonus damage.

SWIMSUIT PARADISE

School conjuration (creation, water) **Level** druid 3, sorc/wiz 3, witch 3
Casting Time one standard action
Components V, S
Range close (25 ft + 5 ft/level)
Duration ten minutes + 1 minute/level
Saving Throw None (harmless) **Spell Resistance** No (harmless)
This spell summons the utilitarian yet so, so sexy blue one-piece swimsuits popular in Japanese primary schools around the caster and her allies (male allies get long blue trunks instead). Swimsuits appear in a surge of seafoam mist and the smell of chlorinated water. This spell conjures a set of **+1 battle lingerie** (in swimsuit form) around yourself and one ally per two caster levels, no two of which can be more than 10 ft apart. The battle lingerie's enhancement bonus increases by +1 per five caster levels (to a maximum of +4 battle lingerie). Existing clothing and armor vanishes when the spell is cast, reappearing when the duration ends. Because this spell only affects willing allies, it offers no saving throw.

While wearing this enchanted swimsuit, the character gains a bonus on Swim checks equal to his or her CHA modifier, if positive. If any character wearing a swimsuit created by Swimsuit Paradise has the *Small Breasts Forever!* trait, she also gains the amphibious quality for the spell's duration.

TANUKI'S SWINGING BALLS

School transmutation **Level** bard 3, magus 3
Casting Time one standard action
Components V, S, Racial (caster must be a Tanuki)
Range personal
Duration 1 round/two levels (D)
Saving Throw None **Spell Resistance** No
Your already impressive testicles swell up to heroic proportions, turning into golden wrecking balls and audibly humming with stored mystical energy.

For the spell's duration, you are treated as possessing the *Combat Reflexes* feat and gain an additional two attacks of opportunity, over and above those provided by your DEX modifier. Anytime you are allowed to make an attack of opportunity, you may use your enchanted testicles rather than a weapon in hand, gaining the following new attack form. Your testicles have a 15 ft reach, and may still threaten adjacent foes.

- *Enchanted Testicles* (4d6 bludgeoning, 19-20/x2, 15 ft reach)

TEMPORARY DECAPITATION

School transmutation (chaos) **Level** witch 2
Casting Time one standard action
Components V, S, M (photos or screen captures from a snuff vid wher the victim is decapitated, worth 20 gp/DC 4)
Range touch
Duration one minute/level
Saving Throw None **Spell Resistance** No
When the witch touches a willing subject, their head falls free of their body in a spectacular geyser of blood. However, the decapitation causes no real harm!

For the duration of the spell, the recipient's body is headless. The body can move and act normally, though it is considered *blind, deaf* and cannot speak or make vocal noises unless the head is within 5 ft. For the duration of the

spell, the body becomes immune to the *vorpal* weapons quality, as well as suffocation, drowning or ingested poisons. The body can cast spells with somatic and material components normally, even if the head is not present.

The head can use its senses normally, and can speak normally. The head can cast spells with purely verbal components, but cannot move from its position. Subject to limitations above, body and head can act normally, and are considered one character for purposes of spells, effects and actions per round.

During the spell's duration, the head and body can be separated by any distance, so long as both remain on the same plane. If one component moves to a different plane, the spell ends. Regardless of the distance between them, at the end of the spell's duration, the head disappears and reappears attached to the body.

TEN MILLION TENTACLES

School conjuration (chaos, creation, evil)
Level sorc/wiz 8, witch 8
Casting Time one standard action
Components V, S, M (a lock of hair from a sexual assault victim, twisted into a rope and painted black)
Range medium (100 ft + 10 ft/level)
Duration one round/level (D)
Saving Throw none **Spell Resistance** no
Simply raising your hand, palm towards your victims and rhythmically clenching your fingers into and out of a fist, you summon a nearly infinite swarm of squirming, oily black tentacles. These tentacles take the form of octopus tentacles made of cloying black matter, cold as ice.

Ten Million Tentacles functions virtually identically to *black tendrils,* save that the tentacles cover an area with a radius of 100 ft + 10 ft/two caster levels. All creatures successfully grappled by the Ten Million Tentacles suffers 2d6+8 points of damage. The caster can choose increase this to 2d10+8 points of damage plus 1d8 points of Pleasure damage but doing so is considered an act of rape against each creature grappled.

TINY BREASTS ARE SO SENSITIVE

School divination **Level** alchemist 1, sorc/wiz 1, witch 1
Casting Time one standard action
Components V, S, Pettanko
Range personal
Duration one minute/level (D)
Saving Throw None **Spell Resistance** No
You gently tweak and fondle your nipples, making them almost supernaturally sensitive. For the spell's duration, you gain Tremorsense with a 30 ft radius and are treated as possessing the Blind Fight feat.

TORII BETWEEN A WOMANS NIPPLES

School conjuration (teleportation) (evil)
Level sorc/wiz 6, witch 6
Casting Time one minute
Components V, S, Busty or Pettanko
Range personal or touch
Duration 1 round/level (D)
Saving Throw WILL negates (see text)
Spell Resistance No (see text)
With their hands charged with mystic energies, the caster rips open a glittering dimensional portal, simultaneously tearing into the bloody, fatty tissue of a woman's breasts, who acts as both sacrifice and the framework of the dimensional torii conjured by this spell.

This spell can be cast as either *Busty* or *Pettanko* magic, depending on which trait the caster possesses. The spell, however, can only affect a woman with similar trait: if cast as a *Busty* spell, for instance, it can only conjure a torii from a sacrificed *Busty* woman. The caster can also choose to use herself as the sacrifice for the spell, suffering the full effects. In this case, the caster can dismiss this spell at will, but does not receive a saving throw to negate the effect.

When this spell is cast, the caster rips into the sacrificed woman, both physically and via exotic magical techniques, conjuring a shortlived dimensional portal within the woman's torn, agonized body. Each round the *torii* is maintained, the woman suffers 4d6 points of negative energy damage and ongoing Bleed 5; she may attempt a new saving throw each round to end this spell and prevent further damage.

While the torii remains open, one Medium sized or smaller creature can squeeze through the *torii* and travel to a random but fairly safe location on one of the following planes. Which planes are accessible via this spell is determined by whether this is cast as a *Busty* or *Pettanko* spell, and the GM might add or subtract target planes to suit the cosmology of their campaign.

Planes accessible as a Busty spell
- the Abyss, the Astral Plane, the Black Else, the Plane of Earth, the Plane of Shadows, the Plane of Shadows, Plane of Water

Planes accessible as a Pettanko spell
- the Abyss, Ethereal Plane, Limbo, Tatakama, Plane of Air, The Plane of Fire

TRANSCENDENCE

School enchantment (mind-affecting) **Level** sorc/wiz 10
Casting Time one standard action
Components V,S
Effect 100 ft +10 ft/caster level spherical burst, centered on the caster
Duration permanent
This spell functions identically to *Pocket Transcendence,* save that a wave of mentally transformative energy erupts from the caster's body. All creatures within a 100 ft +10 ft /caster level spherical burst are affected as if by *Pocket Transcendence*. The spellcaster can designate a number of creatures within range equal to their INT modifier, who are not affected by this spell.

UNCENSOR

School divination **Level** bard 0
Casting Time one standard action
Components V, S
Range touch
Duration instant
Saving Throw none (object) **Spell Resistance** no (object)
Nothing is more annoying than pixilated porn, and quite a few modern otaku-mages began their magical career only after discovering the existence of this spell. Uncensor removes any pixilation or blurring of a piece of pornographic media (up to 200 pgs for a text, or two hours of video, stored in any media format). This spell only affects intentional censorship of commercially produced pornography, and will not affect blurring caused by motion, low quality equipment or photographer error.

UNCONTROLLED FANGS

School transmutation **Level** alchemist 2, druid 2, witch 2
Casting Time one standard action
Components V, S
Range close (25 ft + 5 ft/level)
Duration 1 round/level
Saving Throw FORT negates **Spell Resistance** Yes
This spell causes dozens of savage fanged mouths to open randomly across the victim's body, and snap viscously at anything that comes near, even the victim's closest friends and lovers.

Anytime any creature allied to the spell's victim enters an adjacent square to the spell's victim, the uncontrolled mouths erupting from their bodies attack. Use the spellcaster's caster level and casting ability score modifier in place of BAB to resolve these random attacks. The Uncontrolled Fangs only make a single attack on a particular target once per round.

- *Uncontrolled Fangs* (1d6+victim's STR modifier slashing, 20/x3)

UNDEAD FAMILIAR

School necromancy (death) **Level** witch 2
Casting Time one standard action
Components V, S, M (the paw or limb bones of an creature the same species as your familiar)
Range touch, Racial (caster must be undead)
Duration one minute/level
Saving Throw None **Spell Resistance** No
With a touch, you replace the spark of your familiar's life with the blackened, entropic energies of undeath. Your familiar's appearance becomes corpse-like and ghoulish, mirroring your own undead nature (Though the familiars of Goryohime casters remain sorta cute, in a fatally suffocated kind of way.)

For the spell's duration, your familiar's type changes to Undead, and it gains the vulnerabilities and immunities common to all undead. Do not recalculate your familiar's HP, Saving Throws, Base Attack Bonus or skill ranks. You can only cast this spell upon your own familiar.
As your familiar is always considered willing to accept this spell, it offers no saving throw.

UNEXPECTED TASTE OF URINE

School transmutation (skatto) **Level** alchemist 2
Casting Time one immediate action
Components V, S
Range close (25 ft + 5 ft/level)
Duration instant
Saving Throw REF negates **Spell Resistance** No (object)
Just a flick of the fingers and a hissing word of power that sounds like urine flowing transforms what should be a mystical potion into useless piss. When you cast this spell, you target a single potion within range that you can see and which another character is in the process of drinking or pouring into the mouth of an unconscious creature.

If the target fails their REF Save, the potion is destroyed, becoming useless urine just at the moment the potion touches the drinker's lips. The drinker must succeed at a FORT Save or be *sickened* for one round.

UNIFYING URINATION

School transmutation (skatto, lawful) **Level** alchemist 4
Casting Time full round action
Components V, S, F (a toilet, sink, ceramic bowl or similar receptacle)
Range touch
Duration one hour + 10 minutes/level
Saving Throw Spell Resistance
This rather delightful *skatto* spell uses water spilled willingly from bodies of participants to forge a bond between two souls. The first two creatures of the same type who urinate into the spell's focus gain a temporary bond.

For the spell's duration, as long as the spell's participants remain on the same plane, both participants use the higher ability score modifier possessed by either creature for the spell's duration for the purposes of attack and rolls, skill checks, and saving throws. If the participants enter another plane, even briefly, such as by spells like *ethereal jaunt,* the spell's duration ends. Likewise, if either participant urinates again before the spell's duration ends, this spell ends.

UNLIMITED INSERTIONS

School transmutation (chaos)
Level alchemist 2, bard 2, druid 2
Casting Time one standard action
Components V, S
Range personal
Duration concentration + one hour (D)
Saving Throw None **Spell Resistance** No
When you cast this spell upon yourself, your body is unbound by the logic of biology and suddenly ruled by the mutable physics of hentai manga lust. Gaping orifices, ready to be filled, either anal or vaginal at your whim, appear anywhere you desire upon your body. You can be penetrated in these newly conjured orifices without harm or significant pain, regardless of where they appear on your anatomy.

For the spell's duration, any spell or effect that requires sexual penetration and would normally affect a single partner, can be extended to a number of partners equal to the total sum of your CON and CHA modifiers (or 2 + your CHA modifier in the case of undead casters). Sexual acts do not break your concentration on this spell.

URBAN STRIDE

School conjuration (teleportation) **Level** alchemist 4, magus 5, sorc/wiz 5, witch 5
Casting Time one standard action
Components V, S
Range personal
Duration 1 hour/level or until discharged (see text)
This spell is an urban 'refinement' of the venerable *Tree Stride* spell- Black Japan's few surviving Druids consider the use of this magic an unbelievable insult and are apt to lay their oak staffs across the knee of any arcanist they catch using it.

Urban Stride functions identically to *Tree Stride*, save that it uses artificial urban structures as a focus to teleport through (or hide within). Distance covered is determined by the type of urban structure, as shown below.

Type of Urban Structure	Transport Range
Television broadcast antenna array	5,000 ft
Fast food chain restaurant freezer (McDonalds, MOSburger,ect)	3,000 ft
Bathroom stall (Western style)	2,000 ft
Bathroom stall (Japanese style)	1,500 ft
Police Box (*Koban*)	1,500 ft
Vending Machine	1,000 ft
Pachinko Machine or Arcade Game	500 ft

URINALYSIS

School divination (skatto) **Level** alchemist 1
Casting Time one standard action
Components V, S
Range touch
Duration instant
Saving Throw None **Spell Resistance** No
By tasting a few drops of a creature's urine, you become aware of the creature's medical condition. You are aware of any poisons or disease afflicting the creature, as well as any drugs, potions or poisons ingested within the past 1d4+1 days. If the creature is affected by any possession, curse or geas, you are aware of the fact, but not the specific details.

VACATE BOWELS

School necromancy (skatto) **Level** alchemist 1, druid 1, magus 1, sorc/wiz 1
Casting Time one standard action
Components V, S
Range close (25 ft plus 5 ft/2 levels)
Duration one round
Saving Throw FORT Negates **Spell Resistance** Yes
This spell forces the victim's bowels to spasm and completely evacuate in a single disgusting rush. A target who fails its FORT Save is *Stunned* by a combination of cramping and shame until the caster's next turn. This spell has no effect on creatures that do not defecate or who do not have a normal digestive process.

VALENCE BLADE

School evocation (electricity, force)
Level magus 3, sorc/wiz 3
Casting Time one standard action
Components V, S
Range personal
Duration 1 round/ level (D – see text)
Saving Throw None **Spell Resistance** No
This potent combat spell creates a two meter long blade of crackling electricity that that envelops the caster's entire arm and terminates in a razorsharp triangular point. The Valence Blade does not prevent spell casting, as the blade is mostly non physical.

A strike with the Valence Blade inflicts 2d6 + INT or CHA modifier points of damage on a successful strike (crit 20/x3). The damage is Electrical if the damage total is even or Force damage if the damage total is odd.

At any time while wielding the Valance Blade the caster can make a Valance Strike; this is resolved as an incorporeal melee touch attack. The caster must decide to make this strike before rolling to attack; making a Valence Strike immediately ends the spell.

VIBRATING BED

School transmutation **Level** alchemist 1, bard 0
Casting Time one standard action
Components V, S
Range touch
Duration one hour
Saving Throw None **Spell Resistance** No
Your touch makes a single bed (or other large, comfy piece of furniture, like a futon or sofa) start to hum faintly and vibrate pleasantly. For the duration of the spell, the vibrations provide a +1d4 bonus on Perform (sexual) checks made on the bed.

VIBRATING TORTURE

School evocation (pleasure, sonic)
Level magus 5, sorc/wiz 5
Casting Time one standard action
Components V, S, M (a cheap 'egg' vibrator, worth 20 gp/DC 4)
Range long (400 ft + 40 ft/level)
Duration 1 round/level
Saving Throw FORT partial (see text) **Spell Resistance** Yes

The victim is held suspended in mid air by tendrils of aquamarine light, and whip cords of this same light crawl into every orifice, unleashing dangerously seductive vibrations. The victim is held immobile becomes *helpless* about 5 ft off the ground. Each round, he suffers 1d8 points of damage per caster level (maximum 20d8); half this damage is Sonic, half is Pleasure. Each round, the victim can attempt a new FORT save to break free of the effect, ending the spell.

VIBRATING TORTURE, MASS

School evocation (pleasure, sonic)
Level sorc/wiz 9

This spell functions as *Vibrating Torture*, save that affects one target per level, no two of which can me more than 10 ft apart.

VORE

School transmutation (chaos)
Level druid 4, magus 4, sorc/wiz 4
Casting Time one standard action
Components V, S
Range personal
Duration 1 round/level (D)
Saving Throw None (harmless) **Spell Resistance** No (harmless)

The caster's face rips apart down the centerline of their face, their skull exploding into a snarling, greedy maw lined with sharklike teeth. For the spell's duration, the caster gains a Bite attack and the Swallow Whole special quality. The spell allows the caster to Swallow Whole a creature up to two size categories larger than itself (a Huge target for a Medium caster, or a Large target for a Small caster).

If the target cuts its way free of the extra-dimensional digestive sack it finds itself in, it reappears prone in an adjacent square to the spell caster. The spellcaster can swallow whole an unlimited number of creatures during this spell's duration. When this spell ends, any swallowed creatures are immediately ejected and reappear, prone, in a random adjacent square near the spell caster.

VORPAL FINGER

School transmutation **Level** magus 6
Casting Time part of an attack action
Components V, S
Range personal
Duration instant
Saving Throw None **Spell Resistance** Yes

You simply extend a single finger, pressed hard against your opponent's skull, and their head explodes in a shower of boiled skin, bloody brain tissue and skull fragments.

You cast this spell as part of a melee touch attack. This melee touch attack inflicts 6d6 damage if successful, and is considered to have a critical threat range of 15-20. If the critical hit is confirmed, the victim's head erupts in a shower of gore, like a much messier version of a weapon with the *vorpal* property.

Bite 2d8 + ½ STR slashing Damage
Swallow Whole (3d6 acid/round, AC 12, 10 HP)

VOYEURISTIC HALLUCINATION

School divination **Level** bard 1, sorc/wiz 1
Casting Time one standard action
Components V, S
Range touch
Effect one 5 ft square
Duration 1 minute/level
Saving Throw None **Spell Resistance** No

By touching a piece of furniture, bedding or other 5 ft square of terrain, the spellcaster causes illusory figures to appear, bathed in gleaming golden light. These translucent figures, which cannot be mistaken for living creatures, perfectly depict the last creature or creatures to have sex, masturbate or perform other erotic activity on the item touched. If no creatures have done so on the touched object, within the past year, this spell is not cast.

WELL EDUCATED SLUT

School enchantment (mind affecting)
Level cleric 3, oracle 3
Casting Time full round action
Components V, S, M (kanji painted on the recipient's body)
Range Touch or Personal
Duration 24 hours (D)
Saving Throw WILL Negates (harmless)
Spell Resistance Yes

This spell is a favorite of Sacred Pleasurers and other benevolent sex magicians, and is often cast upon inexperienced young prostitutes and temple maidens. For twenty four hours after the spell is cast, if the recipient has as a consensual sexual encounter with a sentient creature, he or she gains XP as if for a overcoming a threat with a Challenge Rating equal to their total character level -1 (minimum CR ½ in the case of first level recipients of this spell.).

WORK AROUND

School transmutation **Level** alchemist 1, sorc/wiz 1
Casting Time one standard action
Components V, S
Range touch
Duration instant
Saving Throw None **Spell Resistance** No

This spell transforms a jury-rigged repair into a permanent repair, provided the spell is applied before the jury-rigging's useful life expires. See the Craft skill description for descriptions of how jury-rigging functions.

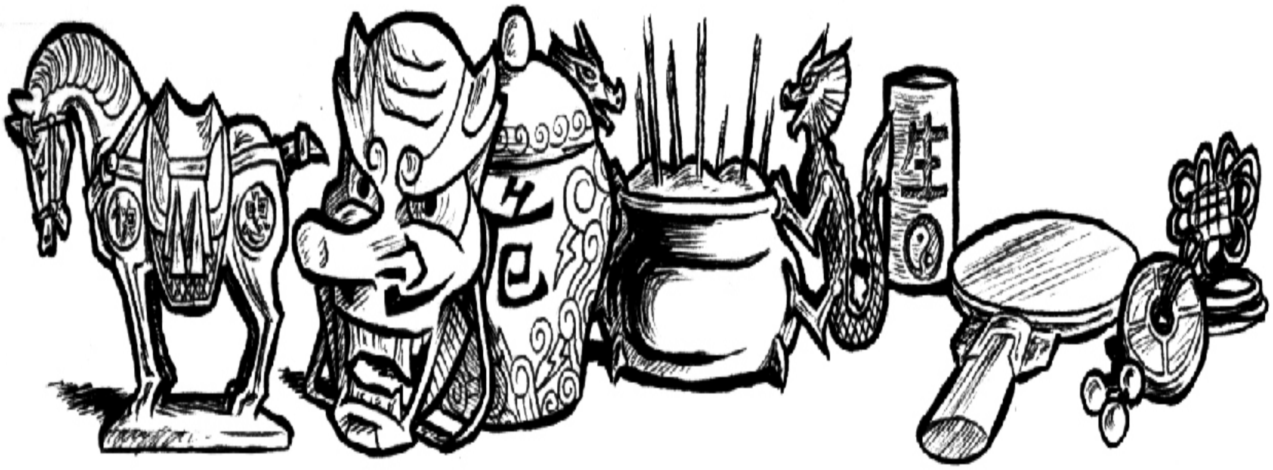
WORLD OF BUXOM

School transmutation **Level** alchemist 1, druid 2, witch 2
Casting Time one standard action
Components V, S, Busty
Range medium (100 ft + 10 ft/level)
Area 30 ft burst
Duration one minute/level (D)
Saving Throw None **Spell Resistance** No

When you cast this spell, all allied, female creatures within the spell's area are bathed in pink and gold shimmers, and their breasts grow to dramatic size. All allies within the spell's area gain the *Busty Extreme* trait, and if the caster possesses the *Mega-Busty* feat, her allies also gain this feat for the spell's duration.

NEW MAGIC ITEMS

Black Tokyo is a very high magic setting, with some truly potent magical weapons, armor and gear available to both heroes and horrors. Some of these magical items have their origins in Japanese myth, strange folklore and even stranger fact, while others are inspired by the nation's fiction: manga, anime and J-RPG homages for the readers and players to discover and exploit.



These items are grouped in the following categories:

- Consumable Items
- Occult Sex Toys
- Other Wondrous Items
- Magical Clothing and Armor
- Magical Weapons
- Minor and Major Artifacts

CONSUMABLE ITEMS

(Cn) Indicates a consumable item. All the items in this section are single use items.

ACCUPUNCTURIST'S NEEDLES (CN)

Aura faint transmutation **CL** 1st
Slot none **Price** 450 gp (DC 15) **Weight** negligible
These fine, hair-thin steel needles have a tiny red, blue or gold flourish of cloth at the blunt end, and come in groups of ten, wrapped up tightly in white paper and tied with colorful thread.

Applying a single Accupuncturist's Needle is a standard action, and functions as *stabilize.* Each additional Needle applied to the same creature withn the same minute of inserting a prior needle provides additional healing.

The second needle restores 1 HP, the third needle 2 HP, the fourth needle 4 HP, the fifth needle 8 HP, with the amount of HP restored doubling with each insertion. There is no limit to the number of needles that may be inserted, but provided healing cannot grant more than the creature's full maximum Hit Point total.

Each pack of Needles consists of 10 Accupuncturist's Needles when fresh. Needles used in healing session need not all be from the same pack.

Similar Items
Dark Accupuncture Needles are topped with grey, black or purple cloth flourishes, and remove HP via negative energy instead. These items have a necromantic aura, and are created using *inflict light wounds.* Dark Accupuncture Needles are often carried by those whose work involves healing the wounds of undead, including many teachers at the Hanging Academy and some Akaname heroes as well as sadists and torturers.

Construction
Requirements Craft Wondrous Items, *cure light wounds*
Cost 225 gp (DC 13)

ADORATION SMOKE (CN)

Aura faint enchantment **CL** 1st
Slot none **Price** 50 gp (DC 7) **Weight** neg.
Adoration Smoke is a cloying blue-grey mist that lowers inhibitions, devastates wills and seduces the unwary. A pinch of Adoration Smoke is usually found wrapped in silver foil and black silk. A conniver can swallow the pinch of Adoration Smoke, and later exhale its narcotic vapors.

Once you swallow a pinch of Adoration Smoke, it remains dormant within your body for 1d6+1 minutes. If unused, the Smoke dissipates harmlessly, its effect lost. As a standard action during this period, you may exhale the Adoration Smoke as a swift action, affecting any single sentient humanoid within 10 ft.

Your potentially victim must be sexually attracted to members of your gender and species, if not the effect is wasted. For 1d6 minutes after exposure to the smoke, your victim is considered *charmed* and is especially willing to acquiesce to your sexual demands, automatically agreeing, enthusiastically, to any purely sexual demands, even if they would place the victim's life at risk.

Construction
Requirements Brew Potion, *charm person*
Cost 25 gp (DC 4)

AKANAMES GAS MASK (CN)

Aura moderate transmutation **CL** 9th
Slot head and face **Price** 8,250 gp (DC 25) **Weight** 2 lbs
This cursed WWII vintage gasmask smells powerfully of shit and vomit, no matter how deeply it is cleaned. Most are made from recycled US military gasmasks from the Okinawan campaign, but many are old Empire of Japan military cast offs.

When this gas mask is donned, it cannot be removed without a successful application of *remove curse*. It requires a successful Combat Maneuver check made at a -4 penalty to force the gas mask over the head of an unwilling subject. Once donned, the mask fills completely with shit, and the wearer is *blinded* and *deafened* and begins to suffocate.

The slain wearer rises as an Akaname 1d4 minutes after dying beneath the gas mask. Once the wearer returns to existence as an Akaname, the gas mask cracks and tears apart.
Construction
Requirements Craft Wondrous Items, *bestow curse, fecal rebirth*
Cost 4,125 gp (DC 23)

AKANAMES GRENADE (CN)

Aura moderate necromancy **CL** 10th
Slot weapon **Price** 2,000 gp (DC 20) **Weight** 1 lb
This heavy, olive drab 'pineapple' style grenade is rusted WWII salvage. It's been hand painted with a leering grey face with a long purple or red tongue- a chibi Akaname.

When this grenade explodes, it inflicts 2d6 acid damage to all creatures and objects within a 30 ft burst. All creatures within this area must succeed at a FORT Save (DC 14 + damage inflicted) or be affected as by *vacate bowels.*

Construction
Requirements Craft Magic Arms and Armor, *mass vacate bowels*, creator must be an Akaname
Cost 1,000 gp (DC 18)

AKANAMES PLEASANT TOILET (CN)

Aura moderate conjuration **CL** 7th
Slot none **Price** 1,200 gp (DC 18) **Weight** 1 lb (inactive)
This is a surprisingly expensive toy replica of a Western-style toilet, scaled to *Figma,* complete with hinged lid and seat cover and a sound chip that plays a flushing sound. When the toilet is placed on open ground by an Akaname, the toy becomes a luxurious, well-lit modern, public restroom facility. The restroom extends to the maximum extent possible based on the area it is conjured, to a maximum of 20 x 20 ft, with up to eight stalls, which can be a mix of Western-style toilets and Asian squat toilets.

The Akaname who activates this item chooses such details, as well as the architecture and decoration of the restroom conjured. The conjured restroom remains in existence for up to 14 hours, or can be dismissed by the conjuring Akaname at will. At any time before the restroom's duration expires, the Akaname can touch any wall, and receive a psychic vision of all creatures who have used the facilities to date. This is considered equivalent to watching the creature urinate or defecate and sampling a small amount of the waste for the purpose of racial traits and powers.

Special: Only an Akaname can activate this magic item.
Construction
Requirements Craft Wondrous Items, *secure shelter, perfect toilet,* creator must be Akaname
Cost 600 gp (DC 16)

ALREADY DEAD COFFEE (CN)

Aura faint necromancy **CL** 3rd
Slot none **Price** 300 gp (DC 14) **Weight** negligible
This can of cold coffee comes in a grey can with a black skull label. It's famous for the marketing tag-line, spoken by a cute Japanese girl in ghoul make up, "This would wake me up, but I am already dead!" Goryohime love the brand.

For 3 hours after drinking Already Dead Coffee, an undead character is healed by positive energy as well as negative energy.

Construction
Requirements Brew Potion, *false life*
Cost 150 gp (DC 11)

AMORI APPLE SODA (CN)

Aura moderate evocation or abjuration **CL** 3rd
Slot none **Price** 750 gp (DC 17) **Weight** negligible
Bottled in Amori Prefecture (a northern prefecture, famous for its apples), this crisp apple soda is sold in green glass bottles stoppered with a collectible marble. Though tricky to open, the soda is beloved throughout Japan for its unique gimmick.

An enchanted bottle of Amori Apple Soda has two effects. First, it is considered a potion of *cure light wounds*; though opening and drinking it requires a full round action due to the way the marble is lodged in the bottle's lip.

Secondly, once the green marble is removed from the bottle's lip, it becomes a consumable item in its own right. It can be tossed to the ground to create either a *shatter* effect or a *consecrate* effect. Each green marble produces only one effect, determined by what spell was used in the creation process.

Construction
Requirements Brew Potion, *cure light wounds,* either *consecrate or shatter*
Cost 375 gp (DC 14)

BATTLEBIRTH FLUIDS (CN)

Aura moderate transmutation **CL** 5th
Slot none **Price** 750 gp (DC 17) **Weight** 2 lbs
This partially transparent plastic and metal cylinder is roughly the size of an ordinary soda can, holding less than a liter of liquid. Inside is a sparkling reddish-orange liquid that suspends nearly microscopic metal particles within a blood-like matrix. This is the nourishing liquid found within a Technysian factory-womb, as close to amniotic fluid as a species of sexless machines can produce.

When the container is opened within the cockpit of any non-sentient Mecha, enough fluid rushes outward to completely fill the cockpit, no matter the size. For one minute after opening the container of Battlebirth Fluids, the pilot is considered to possess the *Kiss Merge* feat, and physically integrates with the Mecha. While merged, the pilot and Mecha become physically indistinguishable and the Mecha acts as if *hasted*. The pilot is considered *exhausted* for two minutes after the merge ends.

If other creatures are within the cockpit when the pilot spills out Battlebirth Fluids, they can breathe the strange liquid, but are considered *sickened* for 1d6 rounds after the effect ends.

Construction
Requirements Brew Potion, *haste*
Cost 375 gp (DC 14)

BECOMING ONE SHAPE OIL (CN)

Aura faint transmutation **CL** 3rd
Slot none **Price** 300 gp (DC 13) **Weight** negligible
The ads for this sex lube play late at night on Japanese television, a lusty couple moaning about how their bodies are becoming a single shape as they fuck, just off camera. The super-slick lubricant is sold in slender purple plastic vials emblazoned with the number one.

For one hour after sexual intercourse between two characters, the lovers each have their STR scores modified to assume the average of the two character's scores. This oil only functions for sex acts between two creatures, no more, no less, and only by willing participants.

Construction
Requirements Brew Potion, *bull's strength*
Cost 150 gp (DC 11)

BENTEN'S DICE (CN)

Aura very faint transmutation **CL** 1st
Slot none **Price** 25 gp (DC 5) **Weight** negligible
When purchased, this pair of six sided craps dice are made out of some weird sea-blue material that might be bone, or might be plastic, or may be ice. However, when placed in cold water and removed, the dice turn the expected off-white color.

For 3d6x10 minutes after dipping Benten's Dice in water, the character who wet them may control what numbers they reveal as an immediate action, provided he or she remains within 30 ft of the dice and they are clearly visible. When this period ends, the dice become non-magical (though gamblers often like to keep expended sets of Benten's dice out of superstitious nostalgia).

Special: This is a Fukujin magic item, dedicated to Benten. See the "Full Fukujin" sidebar.
Construction
Requirements Craft Wondrous Items, *mage hand*
Cost 12 gp (DC 3)

BLACK BODY BAG (CN)

Aura moderate necromancy **CL** 7th
Slot none **Price** 1,400 gp (DC 19) **Weight** negligible
These slick rubberized plastic body bags are carried in the emergency kits of Police Section Seven and other anti-oni organizations. They are almost indistinguishable from ordinary body bags, save for the white ofuda stitched into the inside lining.

A Large or smaller creature placed into the Black Body Bag will not rise as any form of undead spawn while within the bag. Each Black Body Bag functions only once, becoming non-magical once the creature within is removed. The bag's nylon carrying handles can accommodate about 400 lbs of weight.

Construction
Requirements Craft Wondrous Items, *death ward*
Cost 700 gp (DC 17)

BLOOD AKAFUKU (CN)

Aura faint conjuration **CL** 1st
Slot none **Price** 100 gp (DC 9) **Weight** negligible
Blood Akafuku is a local occult variant of the famous Mie Prefecture desert, made with mochi rice and sweet, red bean paste. A few drops of girl-cow blood are mixed with the paste, darkening the sweet's color and giving it a strange, strong flavor.

For one round after consuming Blood Akafuku, the wearer becomes immune ongoing Bleed damage, and any Bleed effects afflicting the character end.

Construction
Requirements Brew Potion, *stabilize*
Cost 50 gp (DC 7)

BLOOD RED BULB (CN)

Aura faint divination **CL** 1st
Slot none **Price** 100 gp (DC 10) **Weight** negligible
This ordinary light bulb has been daubed with a thin coat of paint the color of blood. It burns endlessly, and sheds a dim crimson light.

When screwed into any light fixture, the Blood Red Bulb produces dim illumination in a 30 ft radius, even without any external power supply. If an undead creature enters this radius, the bulb explodes.

Construction
Requirements Craft Wondrous Item, *detect undead, light*
Cost 50 gp (DC 7)

BREAST OIL (CN)

Aura faint transmutation **CL** 5th
Slot none **Price** 750 gp (DC 16) **Weight** ½ lb
This viscous, vanilla and spice scented oil is kept in a pink and gold squirt bottle adorned with the lovely image of a voluptuous cartoon mascot.

After applying the Breast Oil, a female character gains the Busty Extreme talent, gaining a +2 special natural armor bonus to AC. In addition, she benefits from Regeneration 5, provided by the *big boobs never die* spell, for the duration of the potion's effect. The user is *exhausted* and cannot use Busty Magic until she next sleeps or rests after this potion's effects end.

Special: Males cannot benefit from this magic item.
Construction
Requirements Brew Potion, *big boobs never die*
Cost 375 gp (DC 14)

BREAST VITAMINS (CN)

Aura faint transmutation **CL** 1st
Slot none **Price** 750 gp (DC 17) **Weight** 1 lb (bottle)
The best-selling Breast Vitamins come in two flavors: a ruby pill sold in a thick, rounded bottle, or a lemon pill sold in a tall, thin bottle. The former swells breasts, while the latter shrinks them. Each bottle contains only one type of vitamin, and contains 50 doses.

For one minute after taking a Breast Vitamin, the user is treated as having either the Busty Extreme or the Small Breasts Forever trait. If the user already has either trait, they are treated as having the Mega-Busty or Mega-Pettanko feat instead for the duration. If taken by a character with the opposite trait, that trait is suppressed for the vitamin's duration.

Special: Only female characters can benefit from taking this pill.
Construction
Requirements Brew Potions, *alter self,* creator must have either the *Busty Extreme* or *Small Breasts Forever* trait, depending on formula
Cost 375 gp (DC 14)

BREEDERS OIL (CN)

Aura faint conjuration
CL 3rd
Slot none **Price** 200 gp (DC 12) **Weight** negligible
This tiny, 4 milliliter plastic injector contains a potent and slippery lubricating oil that smells faintly of sweat and animal musk.

If the breeder's oil is vaginally injected into any female Humanoid or Monstrous Humanoid of childbearing age within one hour of intercourse with any creature of the Animal type, it will produce a magical pregnancy. The pregnancy will produce 1-3 offspring, all of whom are Anthros of the order appropriate to the 'father's' species and breed. The pregnancy proceeds normally for the mother's species.

Special: Only female characters can benefit from this magic item.
Construction
Requirements Brew Potion, *summon nature's ally I*
Cost 100 gp (DC 10)

CORPSES URINE (CN)

Aura moderate conjuration **CL** 9th
Slot none **Price** 2,250 gp (DC 21) **Weight** negligible
This thumb-sized, stoppered glass vial is filled with the urine of a recently deceased person, drained from the slowly rotting bladder. A method of death is neatly lettered in the vial in prim, official looking script.

Pouring a vial of Corpse's Urine into the mouth of a recently slain character functions as *breath of life* spell. However, each vial of Corpse's Urine has a specific manner of death associated with it, the way in which the 'donor' perished. When used to return a character slain by this manner of death to life, this spell functions as *raise dead* instead. Manners of death are fairly general, and keyed to damage type (slashing, ballistic, fire, ect) or other method (poison, suffocation, ect).

Construction
Requirements Brew Potion or Craft Wondrous Item, *breath of life*, creator must be an Akaname
Cost 1,125 gp (DC 18)

CORPSEPOP MAGAZINE (CN)

Aura faint divination **CL** 3rd
Slot none **Price** 950 gp (DC 17) **Weight** negligible
Corpsepop is a fashion magazine for undead teenagers- multiple columns of cramped text and tiny, highly detailed photographs of unbreathing celebrities, ceremonial nooses and high style suicide blades. Advice and gossip for the newly undead.These glossy, full color and content-dense magazines appear spontaneously in select Japanese bookstores and manga dealers.

It requires at least 8 hours of study to benefit from the knowledge contained in a Corpsepop Magazine. For one month after studying the magazine, the reader receives a +4 competence bonus on Knowledge checks concerning the Goryohime race. A particular issue of Corpsepop Magazine becomes non-magical text after it is read, or 90 days after its publication date if unread.

Construction
Requirements Scribe Scroll, Knowledge (local or pop culture) 5 ranks, creator must be a Goryohime
Cost 475 gp (DC 15)

CUCUMBER SPRAY (CN)

Aura faint conjuration **CL** 3rd
Slot none **Price** 300 gp (DC 14) **Weight** negligible
Instead of the traditional bowl of rice, topped with cucumber and left, with chopsticks pointing upwards, left for ghosts, modern demon-hunters appease minor spirits with a kind of mystical pepper spray. Kept in a key-chain sprayer, this atomized, enchanted liquid smells of cucumbers and river water.

When sprayed, all targeted creatures within 10 ft must succeed at a DC 12 WILL Save or become *fascinated* for one round. Targeted creatures are supernatural creatures native to Japan, the Tatakama, or drawn from Japanese mythology

Construction
Requirements Brew Potion, *bribe of rice and cucumber*
Cost 150 gp (DC 11)

CUM VIAL (CN)

Aura faint conjuration **CL** 1st
Slot none **Price** 100 gp (DC 10) **Weight** neg.
This small, stoppered glass bottle contains a few ounces of cum, and the magic woven into the glass can keep the sperm inside warm and fresh and even viable, for centuries.

The Cum Vial can store a few ounces of semen, equivalent to a single ejaculation, and preserve it indefinitely. This cum is considered fresh for the purpose of the Painted with Seed feat, and can be used to activate that feat's powers, or can be used for mundane impregnation. Any power possessed by the semen is retained.

Construction
Requirements Craft Wondrous Item, *create water*, creator must posses the Painted with Seed feat
Cost 50 gp (DC 7)

DAKINITEN WINE OF CLOSING ARGUMENTS (CN)

Aura faint transmutation **CL** 1st
Slot none **Price** 50 gp (DC 7) **Weight** 1 lb
Dakiniten Legal Assistance's clever Kitsune lawyers are not above using some arcane jury-tampering when defending a client they know to be innocent. This small black bottle of sharp sake has enough for two swallows- one swallow for the client, one swallow for the lawyer defending him or her.

If drank by both client and attorney within five minutes of beginning closing arguments, the Wine of Closing Arguments provides the client with the benefit of the *innocence* spell, a +10 competence bonus on Bluff checks made to appear innocent in the jury's eyes.

Construction
Requirements Brew Potion, *innocence*, creator must be Kitsune
Cost 25 gp (DC 4)

DAIKOKUS PORRIDGE (CN)

Aura faint transmutation **CL** 1st
Slot none **Price** 50 gp (DC 7) **Weight** negligible
This tasty rice pudding is served in a plastic bento box emblazoned with the fat god Daikoku's smiling, black face.

After eating the rice porridge, a character receives a +1d4 luck bonus on Craft checks made to earn a living over the next week.

Special: This is a Fukujin magic item, dedicated to Daikoku. See the "Full Fukujin" sidebar.
Construction
Requirements Brew Potion, *crafter's fortune*
Cost 25 gp (DC 4)

DARK LOLIMON CARD (CN)

Aura moderate transmutation **CL** 10th
Slot none **Price** 2,500 gp (DC 21) **Weight** negligible
This collectable game card depicts a little loli girl dressed in a costume that is supposed to make her look fearsome, but only accentuates her butt. The Japanese text gives in-game stats for fearsome horrors like werewolves, dragons and demons, but their roles are played by petite seductresses in fantasy cosplay.

If the Dark Lolimon Card is torn and tossed in the general direction of a creature, that creature is affected by *baleful polymorph.* On a failed save, the creature becomes a Small Humanoid with 1 HD and 9s in all ability scores and no special talents or abilities. The creature speaks one language spoken by the person who tore the card and shares his or her alignment. Her skimpy clothing resembles her previous form in some manner.

Construction
Requirements Scribe Scroll, *baleful polymorph*
Cost 1,250 gp (DC 18)

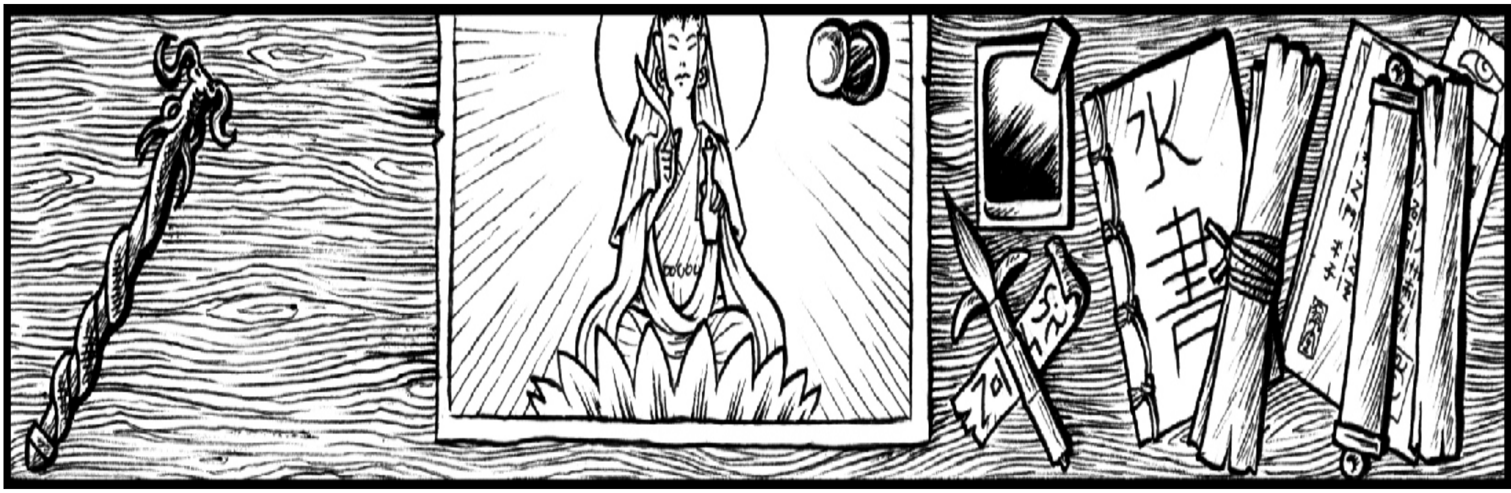
DARUMA DOLL (CN)

Aura moderate enchantment **CL** 11th
Slot none **Price** 3,300 gp (DC 22) **Weight** ½ lb
This egg shaped wooden doll depicts the fiercely determined Daruma, a Buddhist monk who meditated so long and so intently his body withered away. His red garbed doll bears a fearsome grimacing face with intense, staring eyes. These eyes are blank when purchased.

When the doll's owner invokes its magic, he or she paints in one of the doll's eyes while concentrating on a specific task to be completed. This task must be one that can be completed within a month through the character's efforts. Examples would be "free the POETICA Miji from the New Day Girl Factory production floor", "kill the *kappa* preying on school children in Osaka", "forge a masterwork katana". Until the task is completed, the character receives a +1 luck bonus on attack rolls and skill checks made in direct furtherance of the task.

When the task is completed, or it becomes clear that the task can never be completed, the Daruma Doll's magic ends. If the character failed at the designated task, he or she suffers a -1 luck penalty on all skill checks for one month afterward. If the character paints in the second eye, this penalty only applies for two weeks. There is no penalty if the task is completed successfully, however the character must paint in the second eye within a day of the task's completion or suffer the luck penalty listed above. A Daruma Doll can only be used once.

Construction
Requirements Craft Wondrous Item, *geas/quest*
Cost 1,650 gp (DC 19)



DEVOTIONAL SCROLL (CN)

Aura faint divination **CL** 1st
Slot none **Price** 100 gp (DC 11) **Weight** neg.
Devotional scrolls are a tradition that dates back to Japan's feudal period. These cheap paper scrolls are stamped with simple ink images of Buddhist bosatsus, gods and saints. In producing these scrolls, quantity trumps quality. Most of the images are blurry, smeared or stamped over one another; the more images, the more blessings that are received.

When purchasing a scroll, the purchaser decides which skill bonus is provided; a Devotional Scroll only provides a bonus on a single skill check. Most temples sell dozens of different Devotional Scrolls, each keyed to a different skill, usually one practiced by a legendary saint or monk sometime in the mythic past.

The Devotional Scroll provides a +1 holy bonus on the next 4d6 checks made with the chosen skill. The Devotional Scroll' effect must be used within 3 hours of reading, or any unused bonus is lost without effect.

Construction
Requirements Scribe Scroll, *aid*
Cost 50 gp (DC 7)

DISPOSABLE CUTTER (CN)

Aura faint transmutation **CL** 1st
Slot weapon **Price** 100 gp (DC 10) **Weight** 1 lb
This box cutter has a strange orange casing that seems to glow faintly and is warm to the touch.

The Disposable Cutter is a **+1 keen dagger.** However, it is only a temporary magic item. When the blade is extended (a swift action), its powers activate. However, the Disposable Cutter only remains useful for 10 rounds (one minute) from that point. After ward, the cutter crumbles into plastic shards and broken razors, and becomes useless.

Construction
Requirements Craft Magic Arms and Armor, *keen edge*
Cost 50 gp (DC 7)

EUTHANASIA NEEDLE (CN)

Aura strong necromancy **CL** 10th
Slot weapon **Price** 2,600 gp (DC 21) **Weight** negligible
This syringe is formed form thick greenish glass, with a silver needle like a wasp's sting. Toxic amber liquid sloshes inside, glowing with its own sinister radiance.

The Euthanasia Needle is a **+1 dart.** If the Euthanasia Needle strikes a target, it casts *slay living* on that target as a 10th level cleric. If the Euthanasia Needle strikes a Nekomusume, add the base damage inflicted by the Needle to the FORT Save DC to resist the *slay living* effect. The Euthanasia Needle is destroyed once used, whether it hits or misses.

Construction
Requirements Craft Magic Arms and Armor, *slay living*
Cost 1,300 gp (DC 18)

EXECUTION DIAPER (CN)

Aura moderate necromancy **CL** 5th
Slot none **Price** 750 gp (DC 16) **Weight** negligible
These clear vinyl undergarments are tightly fitted, with elastic cuffs on the legbands. They are wrapped in a disposable black plastic wrapper emblazoned with the golden chrysanthemum design of Tokyo Police Section Seven. Such mandatory special underwear are required of supernatural convicts undergoing legal execution at the hands of the Japanese authority.

The Execution Diaper is a cursed item, and cannot be removed once donned unless *break enchantment* or similar magic is employed. While the Execution Diaper is worn, any Fast Healing or Regeneration abilities possessed by the creature are suppressed, and the creature suffers a -6 penalty on FORT Saves. Until the Execution Diaper is removed, the slain creature can only be restored to life by *wish* or *miracle,* or the direct intervention of a deity.

Construction
Requirements Craft Wondrous Items, *bestow curse*
Cost 375 gp (DC 14)

FEATHER OF AN ANGEL (CN)

Aura moderate conjuration **CL** 9th
Slot none **Price** 2,250 gp (DC 21) **Weight** negligible
This sleek flight vane feather is nearly one foot long. The feather itself is a downy ivory, and the vein is warm silver.

When placed on the chest of an injured or recently slain creature, the Feather of an Angel acts of a *breath of life* spell. The feather disappears in a flash of light, and a white dove flies away from the newly healed creature after the magic takes effect.

Construction
Requirements Craft Wondrous Items, *breath of life*
Cost 1,125 gp (DC 18)

FLOATING WORLD MATCHBOOK (CN)

Aura faint divination **CL** 1st
Slot none **Price** 50 gp (DC 7) **Weight** negligible
This promotional matchbook displays the logo of a dive bar that's never been incorporated, a phone number that nobody ever answers and a cheaply printed map of a Tokyo back alley that leads nowhere.

As a full round action, the character can strike one of the matches and set the Floating World Matchbook aflame. The smoke drifts in the direction of a portal to the Floating World, and offers a +2d4 bonus to the character's next check made to locate the Floating World.

Construction
Requirements Craft Wondrous Items, Spell Focus (divination) or Bardic Knowledge class feature
Cost 25 gp (DC 4)

FREETERS SHED (CN)

Aura moderate conjuration **CL** 7th
Slot none **Price** 1,400 gp (DC 19) **Weight** negligible
Quite a few of Japan's working poor live in converted sheds and outbuildings tucked in out of the way spots, where building code enforcement is lax. Guess what: if you can find a working class mage to enchant a Freeter's Shed for you, you can be one of them. When inactive, the Freeter's Shed is a hard plastic keychain depicting a scruffy-looking chibi character standing proudly in front of a tiny house, as simplistic as a child's crayon drawing of a home.

If the Freeter's Shed is placed on level ground big enough to contain the structure, it transforms into a 20 ft square corrugated steel outbuilding with a single low wattage electrical bulb, and a standard wall outlet. It is connected to the urban power grid of the city where it is placed, and does not have electrical connections if created in a wilderness area. The Freeter's Shed otherwise functions like a *secure shelter*. It also includes a simple chemical toilet in one corner of the shed, kept continually clean and fresh smelling by the spell's included *prestidigitation* effect.

Once activated, the Freeter's Shed is a semi-permanent structure. It will last 6d6 months before the magic binding the shed vanishes and it disappears. The Freeter's Shed has a secondary effect that twists the legal system. If placed on unclaimed or public land, the Japanese legal system cannot legally evict the shed's owner for the effect's duration. If placed on private land the DC of all Profession (lawyer) or Knowledge (civics) checks to evict the Shed's owner is increased by DC +5 (if actually on land owned by a private citizen) or by DC +10 (if on land owned by a large corporation).

Construction
Requirements Craft Wondrous Items, *prestidigitation*, *secure shelter*
Cost 700 gp (DC 16)

FUMI-E (CN)

Aura moderate evocation (good) **CL** 10th
Slot none **Price** 1,200 gp (DC 18) **Weight** 1 lb
Beginning in the 17th Century, after Japan was closed to foreigners, the Japanese shogunate used fumi-e (*trample pictures*) to root out hidden converts to Christianity. These thin metal or ceramic plates depicted either the crucified Jesus or the Virgin Mary- suspected Christians were forced to step on the icon. Those who hesitated faced torture and death.

Modern Fumi-e are recreations of the ancient versions, and have become weapons against the Black Else, commonly used by priests and nuns of the Hidden Cathedral. As a standard action, the user can toss down the Fumi-e plate and shatter it. Doing so acts as positive energy channeled by a 10th level Cleric (5d6 positive energy, 30 ft burst), centered on the Fumi-e's square. Treat the Fumi-e as an improvised ranged weapon with a 10 ft range increment.

Construction
Requirements Craft Wondrous Item, creator must be a 10th level cleric worshipping any Christian faith
Cost 600 gp (DC 16)

GHOST GEISHA CANDIES (CN)

Aura faint necromancy **CL** 1st
Slot none **Price** 100 gp (DC 9) **Weight** negligible
These sweet chocolate candies have a strange and vaguely indescribable mint aftertaste. Two small candies are wrapped in foil and bound together by colorful thread tied around a price tag bearing the Ghost Geisha Café logo.

Each Ghost Geisha Candy is actually a set of two foil-wrapped candies. If one candy is eaten at a time, the user gains the Noose Dreamer starting trait for one hour, with no ill effect. If another candy is eaten during this time, or if both candies are eaten simultaneously, the user gains the Noose Dreamer starting trait for 24 hours. However, for 1d6 days after eating the candy, she suffers a -2 morale penalty on all saving throws against suffocation, suicidal ideation and death effects.

Construction
Requirements Brew Potion, creator must be Goryohime
Cost 50 gp (DC 7)

GHOST KOMPETIO (CN)

Aura strong transmutation **CL**13th
Slot none **Price** 4,550 (DC 23) **Weight** negligible
This traditional Japanese candy resembles hundreds of tiny pink and red cherry blossoms kept in a small glass or plastic vial. The enchanted version of this candy is rare, as very few occultists know the secret of producing such strange flavors.

After eating Ghost Kompetio, the character becomes *ethereal* for 1d6 rounds.

Construction
Requirements Brew Potion, *ethereal jaunt*
Cost 2,275 gp (DC 21)

GIRLS MILK CANDY (CN)

Aura faint divination **CL** 1st
Slot none **Price** 50 gp (DC 7) **Weight** negligible
This hard black and white chocolate candy is mixed with milk from especially young girl-cows, usually those sentient cattle on their first milking.

For 1 hour after eating the Girl's Milk Candy, the wearer receives a +2 competence bonus on sexually oriented Bluff and Diplomacy checks made against creatures of the Anthro subtype.

Construction
Requirements Brew Potion, *guidance*
Cost 25 gp (DC 5)

GIRLS TONGUE (CN)

Aura faint enchantment and evil **CL** 1st
Slot none **Price** 65 gp (DC 7) **Weight** negligible
The severed tongue of a teenaged girl is a delicacy to *oni,* and such dark treats are available from many of Black Japan's secret cannibal restaurants. Most often, tongues are eaten raw, preserved by magic and flavored only by strange oils.

After eating a Girl's Tongue, the diner automatically succeeds at the first Bluff check he or she makes against a female creature of the young adult age category or younger. If no Bluff check is made within an hour of eating the tongue, this magic is simply wasted.

Construction
Requirements Brew Potion, *glibness,* creator must be evil
Cost 33 gp (DC 5)

GORYOHIMES POLAROID (CN)

Aura moderate necromancy **CL** 10th
Slot none **Price** 3,000gp (DC 22) **Weight** negligible
Polaroids secretly and illicitly taken of young, beautiful suicides, hanging from the noose, faces serenely swollen and urine still drying on their thigh carry a potent necrophile charge. Polaroids taken of Goryohime before they awaken again as undead are especially sought after.

Such a Polaroid can be used in a variety of ways. By presenting the Goryohime's Polaroid as a standard action, the wielder may choose one of the following effects. Any such use destroys the Polaroid, as it burns away in black flames.

- Act as channeled negative energy, healing 5d6 HP to any undead within 30 ft.
- Act as channeled positive energy, inflicting 5d6 HP to any Goryohime within 30 ft.
- Act as *Hobbling Orgasm* (no save) when used against any Goryohime within range
- Act as *Enervation* (CL 10th) against one living target within range
- Receive a +3d6 profane bonus on any one Diplomacy, Bluff or Perform check made against a Goryohime who can clearly see and hear you

Construction
Requirements Craft Wondrous Items, *enervation*
Cost 1,500 gp (DC 19)

GOTHIC SILK (CN)

Aura moderate conjuration **CL** 3rd
Slot none **Price** 150 gp (DC 11) **Weight** 1/2 lb
This dark, milk tea is sold in a tall, narrow can and has a striking, biter taste. The jet black can is emblazoned with one of two cartoon mascots: either a male penguin in black top hat and tails, or a cute female penguin wearing a black lace and ruffle gown.

When the Gothic Silk potion is drunk, the drinker's non-magical clothes undergo a dramatic transformation. In a surge of black light, the clothes become a Noble's Outfit appropriate to the drinker's gender and personal sense of style designed in the *Gothic Lolita* or *Elegant Gothic Aristocrat* styles.

Construction
Requirements Brew Potion, *mending*
Cost 75 gp (DC 8)

GYARU EYELASHES (CN)

Aura faint enchantment **CL** 1st
Slot eyes **Price** 50 gp (DC 7) **Weight** neg.
These press on paper eye-lash extensions are extremely delicate; the almost ethereal black paper has been machine cut into the shape of a butterfly that flutters with unnerving realism.

Gyaru Eyelashes are consumable magic items that require a full round action to don. While worn, the Gyaru Eyelashes they make the wearer's lies seem sweeter and more plausible. A target who is attracted to the wearer's gender and species is always considered to 'want to believe' the wearer's Bluff check, providing the wearer with a +5 circumstance bonus on Bluff checks. Once applied, Gyaru Eyelashes remain magically useful for 1d4+1 hours, before their magic fades and they become simple non-magical fashion items.

Construction
Requirements Craft Wondrous Item, *charm person*
Cost 25 gp (DC 4)

H-BOOK, THE (CN)

Aura faint illusion **CL** 3rd
Slot none **Price** 4,500 gp (DC 23) **Weight** neg.
The H-Book is the sketchbook of a master hentai artist, printed on high quality paper and decorated with pen and ink, pencil and Copic sketch markers. Each of the thin comic book's pages is dominated with a full page illustration of some breathtaking fantasy girl.

Each of the H-books 24-44 (20 + 4d6) charged pages contains a 'ready-made' Ani-Mate, usually pornographic riffs on popular anime dream girls. These Ani-Mates function identically to the spell, remaining in existence for up to three hours, and being unable to leave the place they were summoned.

When one of the H-book's charges is expended, that Ani-Mate's sketch becomes a non-magical work of art. When all the H-Book's charges are expended it becomes a non-magical comic book, with little intrinsic value, except perhaps to collectors.

Construction
Requirements Scribe Scroll, *ani-mate*
Cost 2,250 gp (DC 20)

HARAJUKU CREPE (CN)

Aura faint transmutation **CL** 1st
Slot none **Price** 25 gp (DC 5) **Weight** negligible
A specialty of restaurants throughout the ultra-hip Harajuku district, this sweet, fat (and fattening) crepe is rolled into a cone, stuffed with an assortment of fruits, not to mention cheesecake and chocolate.

The diner gains a +1 morale bonus on the next Initiative check, REF Save or Perform (dance) check she makes within the next hour. Whichever check or save, of any of these three types she makes within the next hour activates the crepe's magic. If the magic is not called upon within the next hour, it is lost.

Construction
Requirements Brew Potion, *myo myo kyun*
Cost 13 gp (DC 3)

HARAMAKI (CN)

Aura faint abjuration **CL** 3rd
Slot belt **Price** 300 gp (DC 14) **Weight** neg.
The haramaki is a short cloth tube worn tied around the abdomen, and is said to protect from thunder, traditionally believed to enter a victim's body through the navel.

A haramaki absorbs 10 points of Electrical Damage (either in a single attack or in multiple, smaller attacks) and is destroyed. Once donned, no action is required to activate the haramaki's magic.

Construction
Requirements Scribe Scroll, *resist energy*
Cost 150 gp (DC 11)

HEALING MATCHA (CN)

Aura conjuration **CL** 1st
Slot none **Price** 50 gp (DC 7) **Weight** ½ lb
This fragrant green tea is kept in a tiny black metal box. Healing Matcha is the same type of green tea used in traditional tea ceremonies, enchanted with curative power.

When Healing Matcha is stirred into any healing potion, the effects of the potion are maximized. Stirring in Healing Matcha requires a small ritual similar to the tea ceremony, which requires a minute.

Construction
Requirements Brew Potion, *cure light wounds*
Cost 25 gp (DC 5)

HEATING SKEWER (CN)

Aura faint evocation **CL** 3rd
Slot weapon **Price** 350 gp (DC 14) **Weight** 1 lb
This bamboo cooking skewer comes wrapped in golden paper, and its magic activates when removed from its protective cover.

The Heating Skewer functions as a **+1 dagger** until it scores a hit, at which time it buries itself in the wound. Each round the Heating Skewer remains buried in the wound inflicts 1d4 Fire damage on the victim. It requires a STR check to pull the Heating Skewer free; this is initially a DC 12 check. The check DC increases by +1 per round the Heating Skewer remains in the wound, to a maximum DC 15. Any amount of magical healing also removes the *Heating Skewer.* Once removed from the wound, the Heating Skewer is destroyed.

Construction
Requirements Craft Magic Arms and Armor, *burning hands*
Cost 175 gp (DC 12)

HIKIKOMORI TAGOUT (CN)

Aura faint enchantment **CL** 5th
Slot none **Price** 1,750 gp (DC 19)**Weight** negligible
This official looking red cardboard tag is tied to the front door of an apartment, bearing thick, nonsense white kanji that suggests loneliness in some inarticulate way. It might be considered a cursed item, but those who seek out its power need it, to maintain the walls they have built around themselves.

A character viewing a Hikikomori Tagout tied to a doorknob must succeed at a DC 13 WILL Save or fall victim to a *suggestion* to simply leave and forget what business brought them to the door for at least 24 hours. Deliverymen and couriers are affected with a similar suggestion, but are suggested to leave their packages on the door step at well.

A Hikikomori Tagout can be maintained indefinitely. However, if the door is opened in the presence of any intelligent creature other than the owner of the dwelling, the Tagout shreds and its magic is lost.

Construction
Requirements Craft Wondrous Items, *suggestion*
Cost 875 gp (DC 17)

HOSPITAL MASK (CN)

Aura faint necromancy **CL** 3rd
Slot head **Price** 300 gp (DC 14) **Weight** negligible
This disposable paper mask is identical to the ones sick people politely wear throughout Japan. Undead of all sorts, from heroic Akaname and Goryohime adventurers to the vilest predators imaginable, wear these masks to hide their nature in modern Black Japan.

The Hospital Mask is removed from its plastic wrapping and donned as a standard action; once donned, its magic remains in place for 4 hours or until removed. During this time, the undead creature receives a +5 bonus on Disguise checks made to pass for a living human. While the Hospital Mask's magic is in effect, the undead is healed by positive energy and harmed by negative energy, as if they were alive. Non-Undead receive no benefit from wearing a Hospital Mask.

Construction
Requirements Craft Wondrous Item, *false life*
Cost 150 gp (DC 11)

IDOLS LIPSTICK (CN)

Aura faint transmutation **CL** 3rd
Slot none **Price** 150 gp (DC 11) **Weight** negligible
This sweet tasting lipstick is glazed with crystallized sugar, giving the lips a sensual gloss.

Idol's Lipstick functions similar to a potion of *eagle's splendor*, save that when the user applies it to her lips, she suffers a temporary ability drain to either her STR or CON scores. She may choose the amount of drain, up to a total -4 penalty to one or both ability scores. She receives a enhancement bonus to her CHA score equal to twice the penalty suffered to her physical ability score(s). The bonus and penalties end at the end of the potion's duration.

Creatures that are immune to temporary or permanent ability score loss cannot benefit from Idol's Lipstick.

Construction
Requirements Brew Potion, *eagle's splendor*
Cost 75 gp (DC 8)

IDOLS STRAWBERRY (CN)

Aura faint illusion **CL** 1st
Slot none **Price** 50 gp (DC 7) **Weight** negligible
These especially sweet, extremely plump and juicy strawberries are grown in Sapporo. These sugary and slightly tart berries are recommended to young singers, to lubricate the vocal cords and sweeten their voices. They are a luxury to those in the music industry.

If an Idol's Strawberry is eaten by a Bard who has at least one round of daily bardic performance remaining, the Bard recovers 1d3 rounds of Bardic Performance. She may not gain more total rounds of bardic performance than twice her daily maximum in this manner. An Idol's Strawberry has no effect if eaten by a non-Bard.

Construction
Requirements Brew Potion, *invigorate*
Cost 25 gp (DC 5)

IDOLS TEA (CN)

Aura faint divination **CL** 3rd
Slot none **Price** 300 gp (DC 13) **Weight** negligible
This milk tea comes in a bright blue can covered in musical notation. When poured into a glass or mug, the liquid warms to a soothing temperature and fills the air with a savory flavor. Idol's Tea must be poured into a container to activate the magic- if drank directly from the cold can, the magic is lost without effect.

Idol's Tea allows the drinker to reroll a single Perform check where the dice comes up a natural 1 within the next 24 hours. This reroll is made at a +2d4 competence bonus, per the *gallant inspiration* spell. The Idol's Tea remains inactive until needed; if 24 hours pass without the drinker's skill failure activating the potion, the magic ends. However, in this case, the drinker receives a +1 morale bonus on all Perform checks for the succeeding 24 hours.

Construction
Requirements Brew Potion, *gallant inspiration*
Cost 150 gp (DC 11)

INSTRUCTIONAL DOLL (CN)

Aura faint divination **CL** 8th
Slot none **Price** 2,800 gp (DC 21) **Weight** 1 lb
These porcelain and wood dolls date to the Mejii Restoration, and represent the height of Japanese medical and anatomical knowledge at the time. Each simply articulated, 12-18 inch doll models a nude and anatomically accurate Japanese woman, including hair harvested from living women and used to make the doll more realistic. Many have removable chest plates, which reveal cunningly sculpted internal organs, or scale models of a gestating fetus.

A character who studies the Instructional Doll for 8 hours gains a permanent +1 rank in Heal and Perform (sexual). Afterward the Instructional Doll becomes non-magical and ages visibly. It is still in good condition, but not as pristine as it once was.

Construction
Requirements Craft Wondrous Items, creator must have 8+ ranks in Heal
Cost 1,400 gp (DC 19)

ISONADES EGG (CN)

Aura strong transmutation and evil **CL** 9th
Slot none **Price** 2,250 gp (DC 21) **Weight** negligible
This fat, black egg has a rubbery shell and a putrid purple yolk. It is contained in a small, grey cardboard container the size of a woman's fist until it is needed. This container is stamped with a vaguely sinister octopus logo.

When the Isonade's Egg is cracked, a target of the user's choice is savaged by *fucked to death.* Note that the karmic stain of rape is shared by both the user and the item's creator at the moment the item is used, for the purpose of Eyrines abilities.

Construction
Requirements Craft Wondrous Items, *fucked to death*
Cost 1,125 gp (DC 18)

KAMI PLEASING CANDY (CN)

Aura very faint divination **CL** 1st
Slot none **Price** 25 gp (DC 5) **Weight** neg.
This simple and cloyingly sweet magical candy is rooted in Shinto tradition. The candy's golden foil is unwrapped and offered to the sky, and devoured by the petty gods (kami) of everyday life, it disappears in a flash of amber light.

Sacrificing the Kami Pleasing Candy is a standard action. For one round after the sacrifice, the character receives a +1 luck bonus on all skill checks. If the character rolls a 1 on any skill check, he or she may reroll the check once, but must accept the results of the second roll, even if it is equally bad.

Special: If a member of the Kami player race uses this item, she actually eats the candy herself. In addition to the standard effects, the Kami recovers a single Hit Point if wounded.

Construction
Requirements Brew Potion, *guidance*
Cost 13 gp (DC 3)

KITSUNES DEATH STONE (CN)

Aura strong necromancy **CL** 14th
Slot none **Price** 4,900 gp (DC 23) **Weight** negligible ; 5,000 lbs (once activated)
This black pebble is worn smooth by long years of polishing in a slow moving river, and is painted with a golden kanji meaning "death". When tossed down, and a short Buddhist sutra spoken, the stone becomes an

enormous black boulder, and the death kanji scribed on its surface glows like molten steel.

Activating the Kitsune's Death Stone is a standard action, which requires a command word. The Kitsune's Death Stone can be thrown as a ranged weapon with a 40 ft maximum range and no range increment, hitting a specified square if the thrower hits AC 10. The Kitsune's Death Stone becomes a large boulder that completely occupies a 5 ft x 5 ft x 5ft cube. Creatures within the square when the Death Stone grows must succeed at a DC 18 REF save or be knocked prone and moved to the nearest open adjacent square; success means the characters move to the nearest adjacent square and are not prone.

The Kitsune Death Stone remains in its boulder form for 3 rounds, before crumbling to dust. Any character who is adjacent to the Death Stone at the end of its turn is affected as if by *finger of death.* A successful FORT Save means the victim is immune to further damage from that Kitsune Death Stone. Note that the character who tossed down the Kitsune Death Stone may be affected by its magic- a good reason to only use this item to cover an escape or pick off pursuers.

Construction
Requirements Craft Wondrous Items, *finger of death*
Cost 2,450 gp (DC 21)

KITTENS MILKY (CN)

Aura faint transmutation **CL** 3rd
Slot none **Price** 300 gp (DC 13) **Weight** negligible
Almost every occult vending machine in Akihabara carries this cold, mint-laced milk drink**.** As the name suggests, and the cartoony smirking kitten on the bottle testifies, the district's huge Nekomusume population loves Kitten's Milky. Good for healthy kitties!

When a Nekomusume drinks Kitten's Milky, she gains temporary Hit Points equal to her DEX score (not her DEX modifier), which last for three minutes. During this time, she gains a +1 morale bonus on FORT Saves.

Special: Only Nekomusume and other feline creatures can benefit from this magic item.
Construction
Requirements Brew Potion, *cat's grace*
Cost 150 gp (DC 11)

KITTENS MILKY BLACK (CN)

Aura faint transmutation **CL** 3rd
Slot none **Price** 300 gp (DC 13) **Weight** negligible
Kitten's Milky Black has a harsh, bitter coffee taste and a smirking black cat with golden eyes on the label. Kitten's Milky Black is just as popular as regular Kitten's Milky with Tokyo's cat-girl populace.

When a Nekomusume drinks Kitten's Milky Black, she gains Damage Resistance 2/magic for three minutes. During this time, she gains a +1 morale bonus on WILL Saves. For the duration of the potion's effect, her fur colors change to black, tan and shades of cream.

Special: Only Nekomusume and other feline creatures can benefit from this magic item.
Construction Requirements Brew Potion, *bear's endurance*
Cost 150 gp (DC 11)

KITTENS MILKY PINK (CN)

Aura faint transmutation
CL 3rd
Slot none **Price** 300 gp (DC 13) **Weight** negligible
Kitten Milky Pink is a cloyingly and addictively sweet strawberry milk drink. Decorated by a cartoon of a kitten with a big pink milk mustache, Kitten's Milky Pink is being extensively test-marketed in Tama Township, and based on the popularity is going to take the rest of Japan by storm pretty soon.

For three minutes after drinking Kitten's Milky Pink, a Nekomusume can use her CHA score as her key ability for all otherwise INT-keyed skill checks. In addition, she may reroll one Knowledge check failed within the previous 24 hours while under the drink's influence.

Special: Only Nekomusume and other feline creatures can benefit from this magic item.
Construction Requirements Brew Potion, *fox' cunning*
Cost 150 gp (DC 11)

KITTENS MILKY SWEAT (CN)

Aura faint transmutation **CL** 3rd
Slot none **Price** 300 gp (DC 13) **Weight** negligible
The least popular of the Kitten's Milky brands, this clear blue sports drink is filled with electrolytes and vitamins. The label is a cartoon cat in an athletic jersey dripping gallons of sweat while dunking a basketball.

When a Nekomusume drinks Kitten's Milky Sweat, she becomes immune to the fatigued, exhausted conditions, to magical sleep, and to ability score damage and drain. If fatigued or exhausted when the potion is drunk, these conditions are supressed. The exhausted conditions returns after the potion's expires, but the fatigued condition is permanently removed.

Special: Only Nekomusume and other feline creatures can benefit from this magic item.
Construction Requirements Brew Potion, *bull's strength*
Cost 150 gp (DC 11)

LIFE SAVING GASHAPON (CN)

Aura faint abjuration
CL 1st lesser 4th greater
Slot none **Price** 50 gp (DC 7) lesser; 200 gp (DC 12) greater
Weight negligible
Life Saving Gashapon are small PVC figurines of popular cartoon heroes sold in plastic bubbles from vending machines. *Naruto*, *Doramon* and *Convoy* are the most popular and common breeds, though potentially any toy can be enchanted in this manner- though the toy must always represent a true hero.

When a Life Saving Gashapon is removed from its bubble, it begins to orbit around the wielder's head like an ioun stone. If the wielder is struck by a melee attack, the Life Saving Gashapon absorbs some or all of the damage inflicted and than breaks apart. How much damage the toy can absorb is determined by its type; a Lesser Gashapon can absorb 6 points of damage; a greater gashapon can absorb up to 12.

The gashapon can potentially absorb damage from multiple melee attacks that do not exceed this limit. The gashapon will also break apart after its duration expires; 1 hour for lesser and 4 hours for greater gashapon if not destroyed prior to this.

Greater Life Saving Gashapon have gold, silver, pewter or translucent plastic finishes, marking them as collectible chase figurines.

Construction

Requirements Craft Wondrous Items, *shield other*
Cost 25 gp (DC 4) lesser; 100 gp (DC 9) greater

LINEMAKER'S POLYMER (CN)

Aura strong abjuration **CL** 5th
Slot none **Price** 1,500 gp (DC 19) **Weight** 0.5 lb
The Linemaker's Polymer blends modern nano-technology with ancient Goetic secrets, forming a potent barrier against demons that even laymen can use effectively. Warding symbols are encoded on molecule sized engines, creating a vicious, mobile liquid which when spilled on the ground automatically shapes itself into a powerful mystic barrier.

Linemaker's Polymer is contained within a slender plastic vial. By shattering the vial, and pouring out the liquid as a move-equivalent action, the user simultaneously casts *Magic Circle Against Chaos* and *Magic Circle Against Evil* with the square he or she is currently standing in as the focal point. A vial of Linemaker's Polymer can also be thrown like a vial of holy water or other grenade-like weapon.

Construction

Requirements Brew Potion, *magic circle against chaos, magic circle against evil*
Cost 750 gp (DC 17)

LOVE PLUS LIPSTICK (CN)

Aura faint enchantment **CL** 4th
Slot none **Price** 4,080 gp (DC 23) **Weight** negligible
This slender tube of young girl's lipstick is marketed at pre-teens and tween girls. Love Plus Lipstick comes in a cute canary-yellow tube depicting a lovestruck, *chibi* schoolgirl chasing a fleeing *chibi* Battlechanger amid a shower of Valentine hearts.

Each tube of Love Plus Lipstick contains enough lipstick for 12 applications. For up to 4 minutes after an application, the user is treated as being under the effects of the *loli's love kiss* spell. The user must posses the Kiss Friend trait or the spell is wasted, but this lipstick can affect characters of any gender or age with the trait, even if they are not actually loli.

Construction

Requirements Craft Wondrous Items, *loli's love kiss*
Cost 2,040 gp (DC 21)

MATSUSAKA BROTH (CN)

Aura faint transmutation **CL** 3rd
Slot none **Price** 250 gp (DC 13) **Weight** negligible
This gold-wrapped beef bouillon cube is made from the leavings and trailings of otherwise fine Ukemochi Ranch *thinking-beef.*

When added to any of the following potions as a standard action, the Matsusaka Broth extends their duration, as if by the Extend Spell metamagic feat:
Bear's Endurance, Bull's Strength, Milky Strong^{E}*, Heroism, Rage*

Construction

Requirements Brew Potion, Profession (butcher) 3 ranks
Cost 125 gp (DC 11)

MATSUSAKA THINKING-BEEF (CN)

Aura strong conjuration **CL** 11th
Slot none **Price** 500 gp per lb **Weight** 1d8 lbs
The best and choicest cuts of Matsusaka *thinking-beef* are sold through public auction in secret places throughout Japan. This finely marbled steak, carved from a Ukemochi cattle-girl humanely slaughtered, is wrapped in airtight plastic and golden butcher's paper, stamped with the Ukemochi Ranch's red cow logo.

It takes an hour and a DC 20 Profession (chef) check to prepare this dish. If the check is failed, the Matsusaka Thinking-Beef is consumed and destroyed. Each pound of properly prepared beef provides a *Hero's Feast* effect for two diners. If the Profession (chef) check succeeds by 5 or more, the beef provides the effect for three diners per pound instead.

Construction

Requirements Brew Potion, Profession (butcher) 10 ranks
Cost 250 gp per lb

MEDIO MILK (CN)

A\ura faint enchantment **CL** 1st
Slot none **Price** 50 gp (DC 7) **Weight** ½ lb
This cold milk drink is sold in small frosted pinkish glass bottles. Lacking any printed label, these bottles are distinguished by a simple relief image of a maid standing at proper attention stamped into the glass. There is a rumor Medio Milk is bottled from the breasts of newly pregnant maids.

For an hour after drinking a glass of Medio Milk, the character gains a +2 luck bonus on Profession (maid) checks, and may use Profession (maid) in place of Perform (sexual) checks.

Construction
Requirements Brew Potion, creator must have 5 ranks in Profession (maid)
Cost 25 gp (DC 5)

MIKOS TEARS OIL (CN)

Aura moderate conjuration **CL** 5th
Slot none **Price** 750 gp (DC 17) **Weight** negligible
This tiny pink spray bottle is decorated with a big-eyed anime temple maiden slipping out of her iconic red and white kimono. Inside the bottle is the slipperiest, warmest sexual lubricant imaginable.

A character who masturbates (or is masturbated) with Miko's Tears Oil gains Fast Healing 1 for as long as they continue to masturbate. Each round after the first round of masturbation the user must succeed at a WILL Save to continue masturbating or orgasm. The WILL Save begins at DC 10 and increases by +1 DC per round. When the user orgasms, the potion's effect ends.
Construction
Requirements Brew Potion, *cure serious wounds*
Cost 375 gp (DC 14)

MURDER NOTE (CN)

Aura overwhelming necromancy **CL** 18th
Slot none **Price** 8,100 gp (DC 25) **Weight** negligible
A Murder Note is an official notice written in neat kanji, blood red ink on fine black paper. The Murder Note is a formal writ of execution; only the name and crimes of the accused are left blank.

By filling in the condemned's full name as a full round action, the Murder Note acts as *Power Word Kill* against that target, with unlimited range as long as the writer and the target are on the same plane and within the same Japanese prefecture. Each additional round spent writing a sentence describing the accused's 'crimes' increases the HP limit the spell can effect by +1. There is no limit to the number of crimes that can be described in this manner.

When the Murder Note is written, it is consumed in black flames.

Construction
Requirements Craft Wondrous Item, *power word kill*
Cost 4,050 gp (DC 23)

NATTO (CN)

Aura faint transmutation **CL** 1st
Slot none **Price** 55 gp (DC 7) **Weight** ½ lb
Natto is a pungent fermented bean paste that's a popular breakfast dish in Ibaraki Prefecture. Locals swear by it- virtually everyone else in Japan thinks it's too disgusting to consider.

It requires a DC 10 FORT Save to down a dose of natto paste. Failure indicates the natto comes back up and is wasted. If successfully consumed, the diner becomes immune to the *stench* universal monster ability for 2d4 hours.

Construction
Requirements Brew Potion
Cost 28 gp (DC 5)

OCCULT BUSINESS CARD (CN)

Aura faint enchantment **CL** 1st
Slot none **Price** 50 gp (DC 7) **Weight** negligible
Modern Japan is a nation where business cards are exchanged at every opportunity, even among the lowest strata of society. School teachers, convenience store clerks, even particularly ambitious high school students hand out, and collect business cards as readily as any *salariman.*

The Occult Business Card produces a modified *charm person* effect on any creature who accepts one. This functions identically to the spell, save that the *charm* only takes effect in business or financial matters. For example, the *charm* would make a banker favorably disposed to the giver's loan application, or a hiring manager more receptive to their resume, but has no effect in romantic situations, for example.

However, the *charmed* recipient receives a +1 competence bonus on a particular skill, chosen by the card's giver at the moment of gifting. The *charm* effect remains in place until the recipient next makes a check with the particular skill, or until the charm's standard duration expires, whichever is greater. The card's font and design always provides a hint as to the applicable skill, usually one related to the giver's profession (or desired profession, such as a medical student giving out a business card that affects Heal).

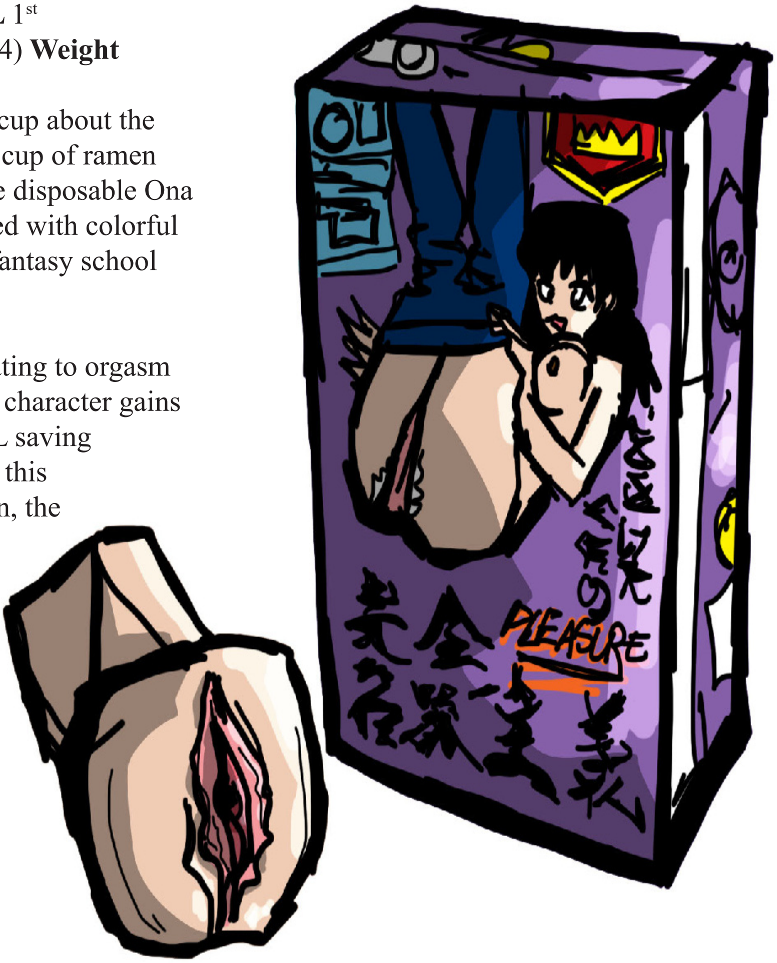
Construction
Requirements Craft Wondrous Item, *Charm Person*
Cost 25 gp (DC 5)

ONA CUP, BOLD (CN)

Aura faint enchantment **CL** 1st
Slot none **Price** 25 gp (DC 4) **Weight** negligible
Resembling a small plastic cup about the size of a man's palm, like a cup of ramen more than anything else, the disposable Ona Cup's packaging is decorated with colorful anime artwork depicting a fantasy school girl dripping with semen.

For one hour after masturbating to orgasm with the Bold Ona Cup, the character gains a +1 morale bonus on WILL saving throws. At any point during this time, as an immediate action, the user can expend the effect to gain a +4 morale bonus on one WILLS saving throw. The user must make this choice before making the WILL Save.

Special: Only males can benefit from this magic item.
Construction Requirements Craft Wondrous Items, *impudent little tongue* or *resistance*
Cost 13 gp (DC 2)



ONA CUP, KITTY (CN)

Aura faint divination **CL** 1st
Slot none **Price** 50 gp (DC 7) **Weight** negligible
Packaged similarly to other Ona Cups, the anime mascot on the package is a surprised catgirl, looking back over her shoulder in a pose that accentuates her ass and tail.

For one hour after masturbating to orgasm with the Kitty Ona Cup, the character may *speak with animals* (felines only) at will. At any point during this time, as part of a Bluff or Diplomacy check made against a Nekomusume or feline Anthro, the character may expend the effect to gain a +5 morale bonus on that check.

Special: Only males can benefit from this magic item.
Construction Requirements Craft Wondrous Items, *speak with animals*
Cost 25 gp (DC 4)

ONA CUP, HOTTY (CN)

Aura faint abjuration **CL** 3rd
Slot none **Price** 300 gp (DC 14) **Weight** negligible
Packaged similarly to other Ona Cups, this item's anime mascot is a busty girl in a bright swimsuit, covered in sweat, sand and cum.

For one hour after masturbating to orgasm with the Hotty Ona Cup, the character gains Fire Resist 5. At any point during this period, as an immediate action, the wielder can discharge the Ona Cup's magic to gain Fire Immunity against a single attack.

Similar Magic Items
The ***Akiba Girl Ona*** Cup offers Electrical Resistance and Immunity, while the ***Slime Ona Cup*** features a cute jelly girl and offers protection against Acid. The ***Frigid Queen Ona Cup*** has an unlicensed 'parody' of the characters of *Frozen* on the package and offers Cold protection, while the ***Miko Ona Cup*** offers Pleasure protection. All have identical cost and creation requirements.

Special: Only males can benefit from this magic item.

Construction Requirements Craft Wondrous Items, *resist energy*
Cost 150 gp (DC 11)

OTAKUS OIL OF ROMANTIC DESPERATION (CN)

Aura faint conjuration **CL** 3rd
Slot none **Price** 5,500 gp (DC 23) **Weight** ½ lb
This slimy, clear oil smells like peppermint and vanilla, mixed with a stronger, feminine musk. If the oil is poured over a high-end love doll (worth at least 1,000 gp/DC 18), the doll undergoes a startling transformation, becoming a living creature of the owner's race and alignment before the next dawn. This transformed love doll can speak one language known by the owner, and has ability scores of 10

before racial adjustments and one level in either the Expert or Warrior NPC class. Though initially friendly to his or her creator, the transformed doll is not under their direct control.

Construction
Requirements Brew Potion, *ani-mate, cure moderate wounds*
Cost 2,750 gp (DC 21)

PANTIES, LUCKY DRAW (CN)

Aura faint divination **CL** 1st
Slot belt **Price** 50 gp (DC 7) **Weight** negligible
These soft, stretchy cotton and nylon panties come in a rainbow of colors, and are always sold blind-packed in a jet black nylon envelope. Each pair of random panties has a design on the gusset that suggests its power; a cartoon car for Drive, a skillet and egg icon for Profession (cook), a scroll for Knowledge (arcana) and so on. Most of these panties enhance skills useful to ordinary, working class people- adventuring skills like Stealth and Use Magic Device are relatively rare.

For 24 hours after donning these panties, or until they are removed, the character gains a +4 competence bonus on a randomly chosen skill. If the panties are not donned within one minute of being removed from their wrapper, they become non-magical.

Construction
Requirements Craft Wondrous Items, creator must have the ability to *inspire competence*
Cost 25 gp (DC 4)

PANTIES, NEW DAY (CN)

Aura faint transmutation **CL** 1st
Slot none **Price** 100 gp (DC 9) **Weight** neg.
These plain white cotton panties are emblazoned with the cartoon POETICA logo of the New Day Girl Corporation, and are sold wrapped in green plastic.

Removing the panties from the package, as a standard action, activates their magic. All non-magical clothing worn by the wearer is physically transformed, cleaned to a like-new condition and transfigured into a new outfit of the same type. The new clothes are of modest, fairly fashionable cut, and if the character is a professional (has the White Collar starting occupation), the colors chosen by the spell conform to the dominant colors of the corporation's color scheme. The spell also cleanses the wearer completely; once used the New Day Panties become simple non-magical clothing themselves.

Construction
Requirements Craft Wondrous Item, *prestidigitation*
Cost 50 gp (DC 7)

PENNY CANDY-BUILDER (CN)

Aura faint transmutation **CL** 3rd
Slot none **Price** 450 gp (DC 15) **Weight** 1 lb
Make your own candy kits are popular with Japanese kids, and this enchanted kit allows adults to make custom-built, potion like candies. The Penny Candy-Builder is a small plastic tray, wrapped in plastic. Sugared candies in different flavors, textures and shapes are held in tiny cups on the tray, with packages of colored dyes and flavor packs to complete the candy.

It requires one minute to customize a specific potion-candy with this item. The Penny Candy-Builder has enough ingredients to create 1d3+1 potion-candies, which may be of the same or different type. No magical talent is required to assemble a potion with the Penny Candy-Builder.

Each potion-candy has three effects, which are chosen from the following options. The duration of all effects is three minutes.
Effect One: The potion-candy provides a +2 competence bonus on one skill of choice.
Effect Two: The potion-candy provides a +1 morale bonus on one Saving Throw of choice.
Effect Three: The potion-candy provides one of the following effects:

- Provides a +1 natural armor bonus to Armor Class.
- Provides a +1 morale bonus on melee attack and damage rolls.
- Heals the user for 1d4 HP (instant duration).

Construction
Requirements Brew Potion, creator must possess Spell Focus (transmutation) or be a specialized Transmuter Wizad
Cost 225 gp (DC 12)

PERFECTION CHANGE SOAP (CN)

Aura faint transmutation **CL** 3rd
Slot none **Price** 300 gp (DC 14) **Weight** neg.
As you bathe, your flesh changes. Cold water flows over your body, and you concentrate on a new face, a new race, even a new gender. You emerge from the bath a new human, scented with the oils of an ensorcelled soap.

Perfection Change Soap is a mildly scented milk-white liquid held within a small ceramic jar tied with cloth prayer strips. Each jar of Perfection Change Soap holds exactly enough liquid for two transformations; once into an alternate form, and a return to your original form.

To transform, you must bathe yourself thoroughly, using exactly half the soap in the jar. Once the bath is complete, your body physically changes to match your desired new form. You can change height and weight, gaining or losing upto 20% of your body mass, change race, alter facial features and bodily details, even alter your gender.

If using the Soap to imitate a specific person, you receive a +20 bonus on Disguise checks. This is a physical transformation, meaning that certain feats and class abilities may not work if you alter gender and a woman cannot use this soap to change gender while pregnant. *True Seeing* and similar magic does not detect the magical change; in effect, your new form becomes your true form.

Though you do not gain any metamorphic abilities, you gain the Shapechanger subtype for the duration of the transformation, the one minor clue to your transformed nature. You may remain in your new form indefinitely. You will only return to your true form if targeted by *dispel magic*, or if you bathe with the remaining soap.

If the jar of Soap is destroyed or lost, you must succeed at a DC 14 WILL save, or permanently lose 1 point of CON as you are locked into your new form. Once locked into your new form, even *dispel magic* can return you to your original form. Anyone attempting to use second dose of Soap gains no benefit, but destroys the Soap.

Construction
Requirements Brew Potion, *alter self,* creator must possess the Bishonen/Bishojo feat
Cost 150 gp (DC 11)

RED ICHOR (CN)

Aura faint enchantment and transmutation **CL** 5th
Slot none **Price** 1,300 gp (DC 19) **Weight** negligible
This slender glass vial contains a thick, tarry red liquid that might be congealed blood. It burns on the tongue, tasting of copper, sweat, cum and sin.

For one minute after consuming the red ichor, the character undergoes a horrific transformation. His skin darkens and thickens, granting a +3 natural armor bonus to AC and a +2 enhancement bonus to his STR score. A medium sized drinker gains two claw attacks that inflict 1d6+STR slashing damage (20/x2) and these claws are considered evil aligned weapons for the purpose of overcoming damage reduction. The character is affected as if by rage, for the duration, and during this time their alignment shifts one step closer to *chaotic evil,* which might result in the loss of class abilities for the potion's duration and possibly beyond.

Construction
Requires Brew Potion*, beast shape I, rage*
Cost 650 gp (DC 16)

REFRESHING OIL (CN)

Aura faint evocation **CL** 1st
Slot none **Price** 3,000 gp (DC 22) **Weight** 2 lbs
This big plastic pump bottle contains a viscous blue gel that bubbles as if slowly boiling no matter the ambient tempature. The lubrication within is always pleasantly warm to the touch.

Each bottle of *refreshing oil* contains 30+3d6 doses. Each dose, rubbed on the body of a lower, provides a +1d4 bonus on a single Perform (sexual) check.

Construction
Requirements Brew Potions, *stunning orgasm*
Cost 1,500 gp (DC 19)

RISING SUN SAKE (CN)

Aura faint necromancy **CL** 3rd
Slot none **Price** 150 gp (DC 11) **Weight** negligible
This special sake is only brewed by extreme right-wing, ultranationalist groups within Tokyo, and sold in small black cans marked with the sunburst design of the Imperial Japanese military.

For 3 rounds after drinking Rising Sun Sake, successful attacks against Chinese and Korean characters (or supernatural creatures from Chinese or Korean myth) inflict an additional +1d6 fire damage. If a non-Japanese character drinks this sake, he or she suffers 1d6 fire damage per round for the next 3 rounds.

Construction
Requirements Brew Potion, *old hatreds*
Cost 75 gp (DC 9)

ROSE OF FASHION (CN)

Aura faint transmutation **CL** 4th
Slot none **Price** 450 gp (DC 15) **Weight** negligible
When this faintly luminous, blue-violet rose is tossed down, it erupts in a gentle storm of azure light. All willing creatures within 30 ft of the square where it lands have their clothing transform into highly fashionable, daring new outfits for the following 40 minutes. These outfits are treated either as a noble's outfit or an entertainer's outfit, at the user's option.

Construction
Requirements Craft Wondrous Items, *masterwork transformation*
Cost 225 gp (DC 12)

ROSE OF OYARI (CN)

Aura faint enchantment **CL** 1st
Slot none **Price** 150 gp (DC 11) **Weight** negligible
When this white rose is tossed down into a stage floor, it vanishes in a cloud of silver sparkles. All Perform (sing) checks made within 30 ft of the square where it lands receive a +3 competence bonus for the following 30 minutes.

Construction
Requirements Craft Wondrous Items, *lullaby*
Cost 75 gp (DC 8)

SAFE WIPE (CN)

Aura faint conjuration **CL** 1st
Slot none **Price** 100 gp (DC 10) **Weight** neg.
Safe Wipes are simple alcohol soaked wipes with the logo of a stone phallus on the wrapper. They are often carried by Tantric magicians, as well as by otherwise mundane prostitutes who regularly service supernatural clients.

By wiping their genitals with the Safe Wipe as a full round action, the user gains the benefit of *prestidigitation*, cleaning their entire body as if thorough a thorough washing. If a woman uses the Safe Wipe within about an hour of vaginal intercourse, the magic prevents conception. For both genders, if used within an hour of sex, the Safe Wipe provides a +1 luck bonus on FORT Saves to resist sexually transmitted diseases.

Construction
Requirements Brew Potion, *draw forth menses, prestidigitation*
Cost 50 gp (DC 7)

SAYAMA TEA (CN)

Aura faint abjuration **CL** 3rd
Slot none **Price** 300 gp (DC 13) **Weight** negligible
Saitama Prefecture produces a sweet tea with a rich flavor, brewed from the leaves of plants specially bred and genetically modified to thrive in northern Japan. Some bottles, sold in black and blue glass bottles that are always cold, have been imbued with mystical potency.

Drinking Sayama Tea provides the character with Resist Cold 10 for up to 30 minutes. At any time during the spell's duration, the drinker can end the effect as an immediate action, to cast any spell with the Cold descriptor at +2 caster level.

Construction
Requirements Brew Potion, *resist elements*
Cost 150 gp (DC 11)

SENSITIZING INJECTION (CN)

Aura faint evocation **CL** 3rd
Slot none **Price** 150 gp (DC 9) **Weight** negligible
This tiny syringe has a short but especially sharp needle and is filled with a vibrant red liquid that glimmers brightly in the light. The sensitizing injection is compounded from the sexual fluids of pre-teen girls and blood drawn from beneath the clitoral hood.

It requires a full round action to inject the sensitizing injection into a creature's genitals. For 30 minutes after the injection, the injection's recipient casts spells with the Pleasure descriptor at +2 caster level, which stacks with Pleasure Mastery and the Spell Focus and Greater Spell Focus feats. However, during this time, the character suffers a -2 penalty on WILL Saves to reduce the effect of Pleasure damage and suffers an additional point of damage per die of Pleasure damage inflicted.
Construction
Requirements Brew Potion, creator must have the Pleasure Mastery feat
Cost 75 gp (DC 8)

SHARKSKINS TOOTH (CN)

Aura faint transmutation **CL** 3rd
Slot none (see text) **Price** 350 gp (DC 14)
Weight negligible
The fearsome *Lord Sharkskin*, proprietor of the infamous *Bethany Bliss* restaurant is the embodiment of hunger and savagery. In his true shape, his teeth are shed and regenerated in an endless cycle. These fallen shark's teeth have lethal, blood thirsty magic inherent within them.

When one of these teeth is bound or taped to a particular weapon (or worn as a necklace or tied around the hands or feet of a character who wishes to enhance a natural weapon such as an unarmed strike, claw or bite) its magic is activated. The first confirmed critical hit made by the enhanced weapon gains a X6 critical hit multiplier! The sharkskin tooth disintegrates to black ash after enhancing an attack in this manner.

The attacker is filled with hunger as soon as the tooth's magic is unleashed. He or she is considered *fatigued* until they consume at least a full pound of raw, bloody meat. There is no other way to easily remove this *fatigued* condition; it is considered a *curse* effect.

Construction
Requirements Craft Wondrous Item, *samebito's maw* or naturally generated
Cost 175 gp (DC 12)

SHINOBIS MAGICI (CN)

Aura faint transmutation **CL** 5th
Slot none **Price** 750 gp (DC 17) **Weight** negligible
This thumb-sized whetstone is wrapped up in a bold red and white paper tied with gold thread. To activate the magic, the wielder draws the whetstone along the length of the blade, spitting sparks and unleashing razor-sharp killing magic.

To activate this magic item, the wielder must strike it against a slashing weapon as an attack action. All creatures within 30 ft suffer the weapon's base damage (REF DC 13 half) as if slashed by the weapon. They do not suffer any additional effects that a hit from the weapon would cause, such as bleed damage or fire damage caused by a flaming blade.

Construction
Requirements Craft Wondrous Items, *haste*, creator must have the Ninja cultural template
Cost 375 gp (DC 14)

SHIT OFUDA (CN)

Aura moderate conjuration **CL** 7th
Slot none **Price** 1,400 gp (DC 19) **Weight** neg.
This prayer strip is written on old grayish paper, smeared with vulgar little haiku about shit, and flushed away in a toilet.

When deposited in any toilet (which must be connected to a working plumbing system) as a standard action, the Shit Ofuda summons a randomly determined creature comprised of mingled shit, water, dirt and ichor that serves you loyally for. In addition, the toilet explodes and every pipe connecting the toilet to the sewer main ruptures spectacularly. This creates difficult terrain in a 10 ft radius around the toilet and any other toilet connected to the same sewer main.

The Shit Ofuda summons one of the creatures on the following list, chosen randomly (D4).

1. Grey Ooze
2. Otyugh
3. Water Elemental (medium)
4. Water Mephit (medium)

Construction
Requirements Scribe Scroll, *Summon Monster or Summon Nature's Ally IV*
Cost 7,000 gp (DC 16)

SOCK-TACHI (CN)

Aura faint transmutation **CL** 4th
Slot feet **Price** 350 gp (DC 13) **Weight** negligible
Sock-Tachi (*socks glue*) is commonly used by Japanese women to hold up socks and stockings, particularly the big, loose socks favored by fashionable schoolgirls. Such glues come in a variety of formulas and scents, and are usually sold in a roll on applicator tube.

Each tube of sock-tachi comes with enough liquid for 1d4+1 applications. Applying sock-tachi is a full round action.

For Agility formulation comes in a blue tube marked with a white human foot print. It provides the user with the benefit of *Feather Step* for 40 minutes after application.

For Fame formulation comes in a black tube marked by a white clef note. It provides the user with a +2 competence bonus on Perform (sing) and Perform (dance) checks for one hour after application.

For Hygiene formulation comes in a white tube marked with a green leaf. It provides the user with the benefit of *Negate Aroma* for one hour after application.

For Vitality formulation comes in an orange tube marked with a yellow sunburst. It removes the fatigued condition, and renders the user immune to fatigue for 20 minutes after application.

Special: Sock-Tachi may be used in conjunction with magical stockings, socks or similar enchanted footwear, even though both items occupy the foot slot.
Construction
Requirements Brew Potion, *feather step* (for agility), *vocal alteration* (for fame), *negate aroma* (for hygiene), *invigorate* (for vitality)
Cost 175 gp (DC 14)

SPARK SPHERE (CN)

Aura faint conjuration **CL** 2nd
Slot none **Price** 950 gp (DC 17) **Weight** 5 lbs
This hand-sized, hinged glass sphere is surprisingly heavy. The bottom section of the sphere is an intense orange, and the top half is transparent. A tiny Spark Fox kit sleeps within it, in perfect stasis until the lock is turned and the sphere opened.

Whatever character opens the Spark Sphere gains a Spark Fox familiar (see *Black Bestiary*) as a wizard of their total character level. The Spark Fox will simply flee if the opener already has a familiar, eidolon or animal companion.

Similar Items
Similar spheres exist, with minor cosmetic variations, which contain other exotic familiars within. For example, a ***Wet Sphere*** containing a Shiofuki Turtle has a bottom half the color of the deep ocean, and a ***Ghost Sphere*** containing a Teru Teru Bozu has smoked grey glass. Other spheres can be found in some well-stocked occult pet shops.

Construction
Requirements Craft Wondrous Items, *summon nature's ally I*, creator must be a Druid
Cost 475gp (DC 15)

STRAWBERRY EGG MILK (CN)

Aura faint transmutation **CL** 3rd
Slot none **Price** 300 gp (DC 13) **Weight** negligible
This strange, thick and viscous red drink comes in a stout glass bottle with a logo depicting the ingredients, centered between the wildly smiling faces of a Japanese man and woman.

When the Strawberry Egg Milk is drank, the user's gender reverses. Males become females and vice versa, while futanari or otherwise atypical characters take a single defined gender of their choice. The effect has no statistical effect, but might allow the use of different powers and abilities. Each drink of Strawberry Egg Milk lasts for 3d6 hours; additional drinks reverse the effect, returning the character to their birth gender.

Each time the character has a sexual encounter while in their changed form, the drink's duration extends by 1d6 hours.

Construction
Requirements Brew Potion, *alter self*
Cost 150 gp (DC 11)

STREET CAPSULES (CN)

Aura faint enchantment **CL** 2nd
Slot none **Price** 250 gp (DC 12) **Weight** negligible
These illicit capsules are everywhere in downtown Tokyo and Chiba. They're big, two-toned gel caps usually sold in single packs, often with the motto "good for health, bad for education" printed in exceedingly tiny kanji.

Street Capsules always have a red half that provides a +2 competence bonus on Knowledge (local) checks in the Tokyo/Chiba region for 1d4 hours. The second half of the Street Capsule varies, in both color and effect. Choose or pick randomly from the following list.

- *White:* +2 competence bonus on Autohypnosis checks for 1d4 hours.
- *Blue:* +2 competence bonus on Drive checks in Tokyo/Chiba for 1d4 hours.
- *Black:* +2 competence bonus on Intimidate checks for 1d4 hours.
- *Grey:* +2 competence bonus on Craft (mechanical) checks for 1d4 hours.
- *Clear:* +2 competence bonus on Perform (sexual) checks for 1d4 hours.

Similar Items
Local variants of this street drug are popular in Gunma, providing benefits only in Gunma Prefecture, and only manufactured there.

Construction
Requirements Brew Potion, *glibness,* can only be produced in the Tokyo/Chiba region
Cost 125 gp (DC 10)

TANTROS PILL (CN)

Aura faint transmutation **CL** 3rd
Slot none **Price** 300 gp (DC 14) **Weight** negligible
Tantros ™ is a magical drug manufactured by an American pharmaceutical giant, and extremely popular among the magical community. A kind of supercharged Viagra, brewed with virgin's cum and succubus blood, Tantros grants imbibers the kind of sexual prowess it takes Tantric mages years of effort to master.

For 2d6 hours after taking a Tantros Pill, the imbiber is treated as possessing the Tantric Wisdom feat.
Construction
Requirements Brew Potion, *alter self*
Cost 150 gp (DC 11)

TANTROS BLACK PILL (CN)

Aura faint transmutation **CL** 3rd
Slot none **Price** 300 gp (DC 14) **Weight** negligible
This refinement of the popular Tantros™ formula is sold in a black foil bubble- the television ads only show blood spraying onto white sheets as a woman screams, just off camera, but the implication alone is enough to make this mystical drug very popular among the Amakaze and other mystical lust-predators.

For 1d6 hours after taking a Tantros Black Pill, the imbiber is treated as possessing the *Phallic Spear Technique* feat. If he already possesses that feat, he is treated as possessing the *Phallic Spear Mastery* feat for the duration, instead.
Construction
Requirements Brew Potion, *alter self*
Cost 150 gp (DC 11)

TEGATE (CN)

Aura faint transmutation **CL** 3rd
Slot none **Price** 300 gp (DC 14) **Weight** negligible
Tegate are a traditional souvenir of a sumo bout. A sumotori impresses his handprint, in black or red ink, into silk or parchment, and writes his name in elaborate sumo-ji calligraphy across the print. Original *tegate*, even as non-magical art objects, can sell for huge amounts, while reproduction prints are cheap and common.

A magical *tegate* captures some of a sumo's wrestling power. As a standard action, a character can tear a *tegate* in half, releasing its magic in a manner similar to drinking a potion. That character receives a +4 bonus on Combat Maneuver checks for the next 1d4+1 rounds.

Construction
Requirements Craft Wondrous Items, *bull's strength*
Cost 150 gp (DC 11)

TIGERS MILK PILL (CN)

Aura faint transmutation **CL** 3rd
Slot none **Price** 300 gp (DC 14) **Weight** negligible
This fat, waxy gold pill is sold wrapped in tiger-striped paper tied with red thread. It can be swallowed, or applied as a suppository or vaginal pessiary, at the user's preference. Most prefer applying it as a suppository.

For one hour after consuming the Tiger's Milk Pill, the character's fur takes on a tiger-striped pattern, but retains its original coloration, and the character's muscles swell and become pleasingly defined. The character gains a +1 enhancement bonus to their STR score, and receives a +5 competence bonus on Perform (sexual) checks during this time.

Special: Only Nekomusume or feline Anthro characters can benefit from this magic item.
Construction
Requirements Brew Potion, *bull's strength*
Cost 150 gp (DC 11)

TRAIN OFUDA (CN)

Aura faint evocation **CL** 1st
Slot either chest or neck **Price** 50 gp (DC 7) **Weight** neg.
Worn by women tired of being groped on the subway, and either able to find a spellcaster to enchant the paper, or capable of casting the spells themselves, Train Ofuda are a common urban protective charm. The Train Ofuda is a tiny prayer strip, worn pinned to a woman's lapel. The bottom of the ofuda features a tiny grasping hand, crossed out with a big red X.

Any human male character who either successfully makes a Combat Maneuver check against the wearer, or touches her in a sexually unwanted way, suffers 1d4 points of Fire damage (REF DC 11 half). The Train Ofuda activates automatically as a swift action, even if the wearer is unconscious or otherwise helpless. This destroys the Train Ofuda.

Construction
Requirements Scribe Scroll, *burning hands*
Cost 25 gp (DC 4)

UKEMOCHI'S SALT (CN)

Aura strong conjuration **CL** 11th
Slot none **Price** 16,500 gp (DC 28) **Weight** 2 lbs
Ukemochi's Salt is named for a goddess of food who dramatically offended Tateheya, the Impetuous Male by providing him a feast from her anus. Ukemochi's Salt is a few grams of purest silver/white salt, contained in a heavy white porcelain jar, and is able to transform even the foulest waste into the purest, most nourishing food.

Each jar of Ukemochi's Salt contains enough salt for 1d4+1 uses. When sprinkled over human or humanoid feces less than a few hours old, it transforms the waste into a lavish Japanese-style banquet of rice, fruits, sushi and local sweets that has the effect of *Hero's Feast* when consumed. Though transformed, the food still counts as feces for the purpose of an Akaname's special abilities and racial traits.

Construction
Requirements Craft Wondrous Item, *hero's feast,* creator must be an Akaname
Cost 8,250 gp (DC 25)

OLD UOZA BREWERY

There's a traditional, Tanuki-run brewery in Uoza that's been on the verge of bankruptcy since the mid-50s. The lazy but highly skilled brew-masters sell a variety of enchanted sake, sold in traditional gourds with hand illustrated labels depicting cartoonish Tanuki monks in a variety of misadventures.

UOZA SAKE, DRUNKEN MASTERS (CN)

Aura faint enchantment **CL** 3rd
Slot none **Price** 1,200 gp (DC 18) **Weight** 2 lbs
This bitter sake is sold in a fat bottomed, yellow gourd decorated with a picture of a pudgy Tanuki martial artist reeling drunkenly on his feet.

Each jug of Drunken Master Sake contains 8 doses of enchanted sake. Drinking a dose of this sake sends the drinker reeling back on his feet. For 1d6+1 rounds, the drinker suffers a -4 morale penalty on attack rolls and INT, WIS and CHA-based skill checks. However, the drinker gains a +4 dodge bonus to AC, a +4 morale bonus on WILL Saves against fear, and gains Damage Reduction 5/slashing or piercing.

Construction
Requirements Brew Potion, creator must be a Tanuki, *unprepared combatant*
Cost 600 gp (DC 16)

UOZA SAKE, SLEEPING MASTERS (CN)

Aura faint enchantment **CL** 3rd
Slot none **Price** 1,200 gp (DC 18) **Weight** 2 lbs
This bitter sake is sold in a contorted, twisted green gourd decorated with a sketch of a fat Taunki monk laying on his back snoring away peacefully.

Each jug of Sleeping Master's Sake contains 8 doses of enchanted sake. The drinker can swig a dose of this sake and breathe out a 30 ft line of *sleep* gas (WILL DC 11 negates) that can send up to 4 HD of targets into sleep for up to 3 minutes. However, the drinker can willingly expend additional doses, up to the maximum remaining in the jug, to increase the number of HD worth of targets able to be affected by +4 HD per dose. Doing so does not change the action required to drink a dose of sake.

Construction
Requirements Brew Potion, creator must be a Tanuki, *sleep*
Cost 600 gp (DC 16)

UOZA SAKE, VIRILE MASTERS (CN)

Aura moderate transmutation **CL** 3rd
Slot none **Price** 6,000 gp (DC 24) **Weight** 2 lbs
This sweet sake is sold in a double chambered brownish gourd that resembles the ever-famous Tanuki testicles, and the cartoon depicts a rather smug and self-satisfied Tanuki monk drumming merrily on his absolutely gigantic balls.

Each jug of Virile Master's Sake contains 8 doses of enchanted sake. The drinker is under the effects of *tanuki's swinging balls* for three rounds after drinking a dose.

Special: If a non-Tanuki male drinks this potion, he benefits from the normally racially exclusive spell for one round per dose. Non-Tanuki females cannot benefit from this sake.

Construction
Requirements Brew Potion, creator must be a Tanuki, *tanuki's swinging balls*
Cost 3,000 gp (DC 22)

USUSAMA'S PAD OF MIND (CN)

Aura faint transmutation **CL** 3rd
Slot none **Price** 300 gp (DC 14) **Weight** negligible
Named for a minor Akaname god of the toilet and freedom from physical ailment, this otherwise ordinary maxipad is wrapped in a plastic cover depicting a fierce, six armed demon with flame for hair and a lolling tongue. The yellow cotton has a printed pattern like brain tissue.

When attached to panties (a full round action), this pad provides a menstruating female character 3 bonus power points. It has no effect if used by a non-psionic woman or one who is not currently menstruating. These bonus power points remain until the wearer either removes the pad, next recovers PP, or sleeps or rests.

Special: Only female characters can benefit form this magic item.
Construction
Requirements Craft Wondrous Items, creator must have a Power Point reserve and must be Akaname
Cost 150 gp (DC 11)

USUSAMA'S PAD OF PERSONA (CN)

Aura faint transmutation **CL** 3rd
Slot none **Price** 300 gp (DC 14) **Weight** negligible
Wrapped almost identically to a *pad of mind*, this cloth maxipad is lime green and decorated with screen-printed patterns that look like abstract faces.

When attached to panties (a full round action), this pad provides a menstruating female with Summoner class levels one bonus evolution point to enhance their eidolon with.

It has no effect if used by a non-Summoner woman or one who is not currently menstruating. This bonus evolution point remains until the Summoner next sleeps or rests, or until she removes the pad.

Special: Only female characters can benefit form this magic item.

Construction
Requirements Craft Wondrous Items, creator must have Summoner class levels and must be Akaname
Cost 150 gp (DC 11)

USUSAMA'S TAMPON (CN)

Aura moderate conjuration **CL** 7th
Slot none **Price** 1,100 gp (DC 18) **Weight** neg.
Named for a minor Akaname god of the toilet and freedom from physical ailment, this otherwise ordinary tampon is wrapped in a plastic cover depicting a fierce, six armed demon with flame for hair and a lolling tongue.

When inserted vaginally (a full round action), this tampon instantly removes any poison afflicting the woman and draws it into the cloth, as well as instantly completing her menstrual cycle. The tampon's magic works instantly, though the device itself may remain inserted as long as needed.

Special: Only female characters can benefit form this magic item.
Construction
Requirements Craft Wondrous Item, *draw forth menses, neutralize poison*, creator must be an Akaname
Cost 550 gp (DC 15)

OCCULT VENDING MACHINES

In Japan, there's a vending machine on every corner (or sometimes, free standing, along an otherwise empty road) in the country, and a vending machine every 20 or 30 ft in the city. Most sell sodas, tea, snacks, batteries, men's razors, or other everyday conveniences, but a few sell more unique things.

The Gashapon Girl Corporation sells mystically created women in its vending machines, some otaku-mages sell ecchi summoning scrolls, and a few vending machines sell minor magical trinkets. It's never easy to find one of these 'special' vending machines- they seem to change location every few days, and Japan's occult chat rooms boast lengthy forum threads discussing where to find an occult vending machine, and its current contents. Because of the high prices involved in purchasing even the most minor magical trinkets, vending machines dealing in arcana are equipped with credit card readers.

Finding an occult vending machine, which carries 1d6 random minor items in addition to mundane objects, requires a DC 18 check (you can use Knowledge (arcana or local) or Spellcraft to make this check. Finding a vending machine selling a particular minor magic item requires a DC 22 check.

The following magic items can sometimes be found for sale in an occult vending machine.

- Already Dead Coffee
- Baku Call Charmlets
- Hospital Mask
- Junishi Bangles
- Kami Pleasing Candy
- Gyaru Eyelashes
- Healing Matcha
- New Day Panties
- Oni-Bane Memento
- Oni-bane Ribbons
- Potions (most often Cure Light Wounds, but occasionally other 0 or 1st level spells. Glass bottle potions of *Milky Strong* are sold in black and white Ukemochi Ranch vending machines.)
- Safe Wipe
- Tantros ™ Pill
- Theological Egg
- Ususama's Pads or Tampons

WHORE'S SAKE (CN)

Aura faint enchantment **CL** 5th
Slot none **Price** 1,125 gp (DC 18) **Weight** 5 lbs
This weighty, grey ceramic jug is filled with warm sake that tastes like the mingled flavors of sex. The heavy jug is stamped with the blood red kanji for 'bordello'.

As a full round action, the drinker can take a deep swig of Whore's Sake and unleash a breath weapon that affects all targets in a 60 ft line and inflicts 5d6 Pleasure damage on a successful hit (REF DC 15 half). Creatures who have had sexual intercourse within the previous hour suffer a -2 penalty on their REF Save for half damage. Targets who suffer at least 18 points of damage from the attack are considered *sickened* for one round.

Each jug of Whore's Sake contains enough sake for 1d3 uses.

Construction
Requirements Brew Potion, *breath of ecstasy*
Cost 565 gp (DC 15)

WITCHS DOUCHE (CN)

Aura faint conjuration **CL** 5th
Slot none (weapon) **Price** 300 gp (DC 14)
Weight negligible
This douche depicts an anime witch wielding a glowing heart shaped magic wand on the plastic wrapper. The liquid within is always warm and slippery, pleasurably soothing.

Applying a Witch's Douche is a full round action. Once applied vaginally, the oils remain dormant for 24 hours or until the magic is expended. The user can call upon this weapon to summon a *cute wand*, the efficacy and duration of which is determined at the time of summoning. The wielder can summon a +5 cute wand for has a duration of 1 minute (or until disarmed), or a +1 cute wand that has a duration of 5 minutes. The wielder can choose other power levels and durations (such as a +2 cute wand that lasts for 3 minutes).

Special: Only female characters can benefit from this magic item
Construction
Requirements Brew Potion, *call weapon.*
Cost 150 gp (DC 11)

YAKUZAS CIGARETTES (CN)

Aura faint necromancy **CL** 1st
Slot none **Price** 500 gp (DC 15) **Weight** negligible
These pungent, cheap cigarettes look like a packet of Japanese Marlboros, except the kanji of a particular Yakuza clan is stenciled inside the red portions of the label.

A pack of Yakuza's Cigarettes comes with 12 cigarettes when first created. As a standard action, the character can light and smoke this cigarette. Each cigarette lasts for 2d6 rounds; during this time, the smoker receives a +4 profane bonus on Intimidate checks.

As a melee touch attack, the smoker can extinguish one of the cigarettes in a target's flesh, inflicting 1d3 points of Fire damage, and allowing the character to make a new Intimidate check against that character with an additional circumstance bonus equal to the fire damage inflicted.

Construction
Requirements Craft Wondrous Items, *cause fear,* creator must be LN, LE or NE
Cost 250 gp (DC 13)

YAKUZAS KEY (CN)

Aura faint evocation **CL** 1st
Slot Price 750 gp (DC 17) **Weight** neg.
The Yakuza's Key is a fragile copper key with a heft wrapped in red cloth. The slender key has an unusual notch pattern, which seems to change slightly every time you look away from it.

The Yakuza's key is a magic item prized by spies, burglars, car thieves and worse criminals. So long as it has at least one charge remaining, the Key is considered a **masterwork Car Opening Kit** and **Lockpick Set** (+1 bonus on Disable Device checks to open locks, as well as Craft (mechanical) checks made to hotwire a vehicle).

Each time a charge is expended, the Yakuza's Key grants its user a +5 circumstance bonus on his next Disable Device or Repair check made to hotwire a car. Prior to making the check, the user may choose to expend any number of charges; each charge expended grants an additional +5 circumstance bonus. A newly created Yakuza's Key has 50 charges.

Construction
Requirements Craft Wand, *knock*
Cost 375 gp (DC 14)

YUREI KOSODATE-AME (CN)

Aura faint necromancy **CL** 5th
Slot none **Price** 250 gp (DC 13) **Weight** negligible
This traditional sweet rock candy figures prominently in a legend of the ghost of a woman who died in childbirth, who fed her child the candy and thus, saved the newborn's life. A similar candy is still produced in Kyoto, by a confectioner with slate-grey hair who local legends say was once dead, and now lives again.

A Ubume who eats a portion of Yurei Kosodate-Ame immediately prior to attempting to return to mortal existence via her *Motherhood and Rebirth* racial quality lowers the each STR check DC by -1d6 points, rolled separately for each check.

Construction
Requirements Brew Potion, creator must be a Ubume who has been reborn as a human
Cost 125 gp (DC 11)

OCCULT SEX TOYS

ADORABLE SISTER JAMMIES

Aura faint abjuration **CL** 3rd
Slot body **Price** 8,500 gp (DC 25) **Weight** negligible
These pajamas are just a little too tight, as if the wearer has outgrown them but still keeps wearing them. They are soft cotton, dyed in pastel colors and decorated with cute pictures, like anime characters or strawberries or blobs of innocent color.

Wearing the Adorable Sister Jammies grants the Super Kawaii feat, and always provides at least a +1 luck bonus to AC even if the wearer's CHA score would not normally allow her a bonus. Though seemingly innocent, lusty thoughts lurk in the wearer's heart, providing a +5 competence bonus on Perform (sexual) checks.

Construction
Requirements Craft Wondrous Items, *sanctuary,* creator most possess the Super Kawaii feat
Cost 4,250 gp (DC 23)

AKANAMES ROSARY

Aura moderate transmutation **CL** 5th
Slot none **Price** 30,000 gp (DC 30) **Weight** 1 lb
This sarcastically named sex toy is a string of fat, wooden anal beads, carved from bamboo taken from an old *burakumin* hut, linked together by copper rings.

A character must anally masturbate with the Akaname's Rosary for at least a minute, and at the moment of their orgasm, their body expels the beads. Shit covering the beads crawls across their body; for five minutes after masturbating with the Rosary, the character is treated as if using the Cocoon of Filth feat.

The character gains DR 5/magic or bludgeoning, as well as Acid Resist 10 and Fire Resist 10. The character gains the

Stench racial quality (FORT DC 13 negates, 10 rounds); this stench does not affect other creatures with Stench nor other characters capable of using *skatto magic* or spell-like abilities.

The Cocoon of Filth may be dismissed at will (standard action), or may be destroyed by immersion in water or the infliction of at least 10 points of water-based damage.

Once a character uses Cocoon of Filth they must wait at least 3d6 hours to use it again; unless they can rapidly refill their bowels, by effects such as *bowels to bowels.*

Construction

Requirements Craft Wondrous Items, creator must either possess the Cocoon of Filth feat or be an Akaname

Cost 15,000gp (DC 27)

ANIMAL TAIL PLUG

Aura faint to strong transmutation **CL** 5th, 7th, 9th or 11th

Slot belt **Price** see chart **Weight** 1 lb

Animal Tail Plugs are used in physically transformative sexual play, allowing a willing human to take an inhuman form. Each Animal Play Tail is handcrafted, using human and animal hair, textured and dyed to perfectly replicate the tail of the creature the user will transform into. Tigers, horses, dogs and squirrels, each tail lovingly recreates the textures of the fur, creating a sensual work of art. Some strange Animal Play Tails incorporate a peacock's feathery train, or a fish's iridescent scales. Whatever the Tail's form, it is affixed to a short wooden or leather phallus.

The Animal Tail Plug must be worn anally to activate its powers. While the Animal Tail Plug is inserted, a character can use *Beast Shape* as a move equivalent action. The Animal Tail Plug can be used to transform into a beast shape and back to human form once per day. Each Animal Tail Plug is keyed to a specific animal, and once chosen, that animal never changes.

Cost and construction costs are determined by the level of the beast shape spell used to construct the tail, as shown on the chart below.

Construction

Requirements Craft Wondrous Item, *beast shape I, beast shape II, beast shape III, beast shape IV* (depending on grade)

Animal Tail	Caster Level	Price	Construction Cost
Beast Shape I	5th	6,000 gp DC 24	3,000 gp DC 22
Beast Shape II	7th	14,000 gp DC 27	7,000 gp DC 24
Beast Shape III	9th	18,000 gp DC 28	9,000 gp DC 25
Beast Shape IV	11th	26,400 gp DC 29	13,200 gp DC 27

ATHLETES EGG

Aura faint transmutation **CL** 3rd

Slot belt **Price** 4,000 gp (DC 23) **Weight** neg.

This tiny vibrator egg is molded in dark blue with golden *kanji*, and includes a Velcro strap for discretely wearing the vibrator's control on the inner thigh.

While this vibrating egg is inserted (either anally or vaginally), the user receives a +2 enhancement bonus to their DEX score, and temporarily gains the Lightning Reflexes feat. If they already possess Lightning Reflexes, they temporarily gain Improved Lightning Reflexes instead. However, the pleasurable vibrations leave the user distracted and edgy, and they suffer a -2 penalty on WILL Saves and Perception checks while the vibrating egg is inserted.

Construction

Requirements Craft Wondrous Item, *cat's grace*

Cost 2,000 gp (DC 20)

BOSATSUS PHALLUS

Aura moderate conjuration **CL** 9th

Slot none **Price** 15,000 gp (DC 27) **Weight** 1 lb

This fine grained, dark leather dildo is actual human flesh, taken from the body of a dead Buddhist monk and specially tanned and prepared. The severed penis and testicles have an impressive girth and pleasing curvature, and are stitched with vermillion thread. The phallus seems to have a pulse and the warmth of a living body.

Once per day, the Phallus' owner can make a Perform (sexual) check, which requires one minute, upon the Phallus. At the end of this minute, the Bosatsu's Phallus ejaculates in the owner's mouth, acting as a curative potion, the strength of which is determined by the Perform (sexual) check result.

Perform (sexual) Check Result	Potion Provided
10 or less	Cure Light Wounds
11-15	Cure Moderate Wounds
16-20	Cure Serious Wounds
21+	Cure Critical Wounds or Breath of Life (benefiting another creature only)

The owner can choose not to benefit from this potion themselves, instead holding the magical ejaculate in their mouth, allowing them to pass it to another creature with a kiss (as a standard action). If not passed within 1 minute, the creature is considered to have drank the potion themselves.

Construction
Requirements Craft Wondrous Items
Cost 7,500 gp (DC 25)

BLUSHING DILDO

Aura moderate transmutation and abjuration **CL** 7th
Slot none **Price** 75,000 gp (DC 33) **Weight** 2 lbs
This veiny, plastic dildo is as red as the skin of any mythological *oni*, and has a rather intimidating diameter, as thick around as a man's forearm.

A character who masturbates to orgasm with the Blushing Dildo has their entire torso and face flushed a bright red with pleasure. Their blushing skin provides the character with a +3 natural armor bonus to AC, and Fire Resistance 10; however, during this time, the character is shamed and a little out of breath, suffering a -4 penalty on all CHA-based skills. The blushing effect remains active for one hour per four character levels, and cannot be voluntarily ended before this time. It is considered a 7th level effect for the purposes of dispelling.

Construction
Requirements Craft Wondrous Item, *stoneskin, protection from energy (fire)*
Cost 37,500 gp (DC 30)

CARNAL LOCK

Aura faint abjuration **CL** 3rd
Slot none **Price** 9,000 gp (DC 25) **Weight** 2 lbs
Carnal Locks are gold plated, case-hardened steel handcuffs with a long chain that attaches to a pair of matching leg cuffs affixed to a gilded steel spreader bar. Once manacled, a prisoner is held in a tight, fetal crouch.

Carnal Lock are masterwork quality manacles with enhanced durability (Hardness 25, 65 Hit Points). The locks cannot be opened, nor can they be picked until the captive creature is manipulated to orgasm.

Construction
Requirements Craft Wondrous Items, *arcane lock*
Cost 4,500 gp (DC 23)

CAT-GIRLS LEASH

Aura overwhelming abjuration **CL** 15th
Slot neck **Price** 330,000 gp (DC 38) **Weight** 1 lb
This fine red-leather leash is affixed to a slender brown, red or black leather collar complete with a fine platinum buckle, plus a bell and name-tag of the same precious metal. These pricy items are offered for sale at *Fashion Club Nekomini*, and elsewhere that cat-girls are traded. The Cat-Girl's leash is a tangible symbol of the race's (sometimes willing) bondage.

When donned by any cat-girl (Nekomusume, feline Anthros, humans with the Hannyo alternate racial trait, ect), the magic of the Cat-Girl's Leash activates, both binding and protecting its wearer. When first donned, the cat-girl hands her leash to a single character who she designates as Master. The Cat-Girl's Leash can only be removed by the Master, otherwise *remove curse* is needed to remove the Leash.

While leashed, the cat-girl becomes completely immune to mind-influencing effects, with the exception of mind-influencing effects caused by the Master. As long as the Master holds the leash, the cat-girl's Initiative check result is always one lower than the Master's, if her actual check result is less. The cat-girl becomes immune to any magic that would force or cause an orgasm or excretion (such as Quick Cum or Vacate Bowels), as well as *sleep*. However, the cat-girl can only orgasm, sleep, urinate or defecate with the Master's explicit permission.

If the cat-girl attempts any skill check using a skill that is a class skill for the Master while the Leash is held, she is considered to benefit from Aid Another (+2 bonus), regardless of the Master's actual actions.

The Cat-Girl's leash is long enough that she can range up to 15 ft from the Master while the leash is held. If the Master lets go of the leash, the cat-girl is distracted and demoralized, and gains the *shaken* condition, until the Master reclaims the Leash or it is removed.

Note: Though referred to as the Cat-Girl's Leash, male felinoids can use this magic item, though cat-girls are far more common in Black Japan than cat-boys.
Construction
Requirements Craft Wondrous Item, *bestow curse, mind blank*
Cost 165,000 gp (DC 35)

CUDDLING TENTACLE PILLOW

Aura faint conjuration **CL** 3rd
Slot none **Price** 10,800 gp (DC 26) **Weight** 5-8 lbs
This *ecchi* body pillow is stuffed with hypoallergenic filler that smells faintly of woman and more strongly of desperation. The pillow itself displays a cute and gloriously naked anime seductress, splayed open for your pleasure, while the slipcase depicts the same character barely clothed. When the lights go off though, glow in the dark paint lights up, revealing the truth: thick, slimy tentacles penetrate every one of the girl's orifices, and her face contorts in mingled pain and pleasure.

A spellcaster who rests or sleeps on the Cuddling Tentacle Pillow must succeed at a DC 20 WILL Save. Failure indicates that disturbing, Lovecraftian nightmares prevent the spellcaster from recovering 1d4 spell slots or spells of the highest level they can cast. Success provides the caster with the Augment Summoning feat as a bonus feat until they next sleep or rest. If the character has sex with any Aberration or Undead immediately prior to sleeping/resting, they receive a +2 bonus on this WILL Save.

Construction
Requirements Craft Wondrous Items, *summon monster II,* creator must possess the Augment Summoning feat
Cost 5,400 gp (DC 23)

DEHUMANIZING GAG

Aura moderate necromancy **CL** 5th
Slot head **Price** 32,000 gp (DC 30) **Weight** 1 lb
This thick, black rubber ball gag is fitted to an elaborate mouth harness. This device is often used by Black Japan's cannibal chefs to keep their livestock quiet and submissive before butchery. Due to the expense, such devices are only used on the most dangerous and impressive captives.

The Dehumanizing Gag is a cursed item; applying the Dehumanizing Gag to an unwilling victim requires a successful Combat Maneuver check made at a -4 penalty. While the Dehumanizing Gag is worn, the victim is an under constant *silence* effect that does not extend past her own body. In addition, the wearer suffers a -6 penalty on WILL Saves against fear and spells and effects from the Enchantment school.

Construction
Requirements Craft Wondrous Items**,** *bestow curse, silence*
Cost 16,000 gp (DC 28)

DEMONHIDE CONDOM

Aura strong transmutation and evil **CL** 9th
Slot belt **Price** 29,000 gp (DC 30) **Weight** negligible
The Demonhide Condom is made from the tanned flesh flensed from an oni's foreskin. The leather is a sickly iridescent greenish-black, and covered in gnarled pustules. It makes the cock of a mortal man who wears it seem threateningly large and cruel.

The Demonhide Condom renders the wearer immune to disease and to harmful effects that can be protected against by the Tantric Wisdom feat. Once per day, the wearer may use *Fucked to Death;* this daily use recharges if the wearer rolls a natural 20 on any grapple, dirty trick or reposition combat maneuver check against any target he would be sexually attracted to. The wearer may use *Fucked to Death* against that target as an immediate action.

Special: Only males can benefit from this magic item. The Demonhide Condom bestows two negative levels on any good aligned wearer, which cannot be removed by any means while the condom is worn. Good aligned wearers suffer impotence while wearing the Demonhide Condom.
Construction
Requirements Craft Wondrous Items, *fucked to death*
Cost 14,500 gp (DC 27)

DOSOJIN'S PHALLUS

Aura strong conjuration **CL** 13th
Slot none **Price** 109,000 gp (DC 34) **Weight** 2 lbs
This phallus is named for a kami of crossroads and cocks, travel and trade and penetration and sexual exchange. This rough stone phallus has been carved with a cross-like symbol of the crossroads; when the phallus' magic is called upon, this etching glows a brilliant yellow.

When a character masturbates with this phallus, either anally or vaginally, Dosojin's Phallus teleports them elsewhere. Only the user, up to 50 lbs of personal possession and a familiar (if any) are transported. Dosojin's Phallus can be used to teleport a user up to 3 times per day.

Under normal circumstances, Dosojin's Phallus teleports the user exactly 100 miles in a randomly chosen direction (1N 2E 3W 4S on d4). The user appears in the nearest safe, open space at their destination. If the teleportation would place the character in the ocean, the Phallus instead teleports them either 50 miles or 25 miles in the random direction instead, whichever distance would leave them on land. The Phallus cannot randomly teleport a character less than 25 miles, even if doing so would leave them in the ocean.

If the character masturbates with Dosojin's Phallus at a crossroads or street intersection, she may choose her destination, teleporting without error to a place within 100 miles.

If a virgin character masturbates with Dosojin's Phallus at a crossroads or street intersection, the character may choose to teleport to a randomly chosen but safe point in the Tatakama rather than traveling across the Earth Realm.

Construction
Requirements Craft Wondrous Item, *greater teleport*
Cost 54,500 gp (DC 32)

ECCHI CHARM

Aura faint enchantment **CL** 2nd
Slot any one (see text) **Price** 4,000 gp (DC 23) **Weight** negligible
This bright yellow sunburst charm seems to be made of cheap and gaudy plastic, and includes a lacy strap that allows it to be worn in any number of ways. When touched with semen, the sunburst glows brightly for several minutes, a splattered luminosity spilled across the surface.

The wearer chooses a single body slot, which corresponds to one of the bodily locations described in the Painted with Seed feat. While wearing the Ecchi Charm, the character gains the benefit of being ejaculated on in that location in addition to the location where they are actually ejaculated on, effectively doubling the effect of their Painted with Seed feat.

Special: Only characters with the Painted with Seed feat can benefit from this magic item.
Construction
Requirements Craft Wondrous Item, *divine favor,* creator must possess the Painted With Seed feat
Cost 2,000 gp (DC 20)

ECHIDNA'S COLLAR

Aura faint transmutation **CL** 5th
Slot neck **Price** 9,500 gp (DC 25) **Weight** negligible
Echidna's Collar is a hand-crafted rigid bondage collar. The smooth black leather is broken by flat silver rivets and slender, silver needles and hooks.

While wearing Echidna's Collar, the wearer's skin hardens, providing her with a +1 natural armor bonus. Bone spines protrude through the wearer's toughened flesh, acting as +1 armor spikes. While wearing the collar, the wearer receives a +2 competence bonus on combat maneuver checks made to grapple.

The wearer must be nude, revealingly dressed, or wearing armor with the Nearly Nude property to gain any benefit from the Echidna's Collar.
Construction
Requirements Craft Wondrous Items, *keen edge*
Cost 4,250 gp (DC 23)

EGG, SKYROTOR

Aura moderate transmutation **CL**10th
Slot belt **Price** 60,000 gp (DC 32) **Weight** negligible
This ovoid, egg-shaped vibrator is a clear, sky blue, with a surface studded with raised white bumps the color of a summer cloud. The vibrating motor inside is shockingly intense, and the vibrations are controlled by a small remote with a leather strap for discrete wearing on the thigh.

The Skyrotor Egg must be inserted (either vaginally or anally) to function. While so inserted, the character gains a Flight speed of 60 ft (average maneuverability) and receives a +5 bonus on Fly checks. However, the intense vibrations- powerful enough to carry the user aloft- make performing any INT, WIS or CHA-based skill checks impossible while the device is inserted.

As a move-equivalent action, the user can turn up the vibrations, increasing his or her Flight speed to 120 ft (average), but each round the user suffers 1d6 Pleasure damage. If used in this manner for more than 10 consecutive rounds, the Skyrotor Egg gains the *broken* condition and ceases to function until repaired.

Construction
Requirements Craft Wondrous Item, *fly, stunning orgasm*
Cost 30,000 gp (DC 30)

EGG, SPELLCASTERS

Aura strong transmutation **CL** 13th
Slot belt **Price** 182,000 gp (DC 36) **Weight** neg.
This tiny vibrator egg is molded in pale pink, with a long, cylindrical controller that is inordinately complex, with multiple switches, buttons, and rotating dials, and can be strapped to the inner thigh.

While this vibrating egg is inserted (either anally or vaginally), the user receives a single bonus spell slot of the highest level they can cast. Modern Spellcasters receive a number of bonus Spell Points equal to the highest spell level they can safely cast. However, the pleasurable vibrations leave the user distracted and rattles their concentration badly. While the egg is inserted, the spellcaster suffers a -2 penalty on Spellcraft checks to maintain concentration on a spell.

The egg's benefit can only be applied once per day, regardless of how many times it is inserted.

Construction
Requirements Craft Wondrous Items, *mage's lucubration*
Cost 91,000 gp (DC 33)

EGG, THEOLOGICAL

Aura faint evocation **CL** 1st
Slot belt **Price** 2,000 gp (DC 20) **Weight** neg.
The Theological Egg is an egg-shaped vibrator in the red and white colors of a temple miko. The remote control includes a lacy white garter so it can be discretely worn on the inner thigh.

While this vibrating egg is inserted (either anally or vaginally), the wearer's ability to channel energy augmented. When channeling energy, the wearer rerolls any 1s or 2s rolled, once. The wearer must accept the results of the reroll even if they are worse than the original roll. However, the pleasurable vibrations leave the user distracted and edgy, and they suffer a -2 penalty on WILL Saves and Perception checks while the vibrating egg is inserted.

Construction
Requirements Craft Wondrous Item, *bless,* creator must possess the channel energy class feature
Cost 1,000 gp (DC 17)

ENEMA NEEDLE, NURSES

Aura moderate conjuration **CL** 5th
Slot none **Price** 5,000 gp (DC 23) **Weight** 2 lbs

This fat glass enema needle is decorated with a pink heart and red cross motif, and features a blunt silver applicator needle. The enema needle's healing magic makes it easily and comfortably inserted, even into the most nervous patient.

If the Nurse's Enema Needle is filled with any *Cure* potion, that potion can be administered as a medicinal enema. Doing so requires at least one minute, and the numerical effects of the potion are maximized. The enema is harmlessly absorbed by the body, and does not need to be expelled.

Construction
Requirements Craft Wondrous Items, creator must possess the Maximize Spell metamagic feat
Cost 2,500 gp (DC 21)

ENEMA NEEDLE, SKATTOPLAY

Aura moderate transmutation **CL** 5th
Slot none **Price** 20,500 gp (DC 28) **Weight** 1 lb
This baroque enema applicator is made entirely of bronze, decorated with copper. The nozzle has an odd configuration, with lots of pulsing streams of water, and blunt ridges to scrape the rectum pleasurably.

If filled with any 2nd level ability score enhancing transmutation spell (Bull's Strength, Eagle's Splendor, ect), the Skattoplay Enema Needle can apply the potion as a medicinal enema. Doing so requires at least one minute. The enema's recipient gains the benefit of the ability score enhancing spell, but is considered *sickened* for as long as the enema is retained. The enema can be retained until the subject next sleeps or rest, at which point it must be expelled. Expelling an enema is a standard action.

When the character chooses to expel the enema, a rush of watery, mystically saturated shit spills out and orbits their body in lashing, diarrhea-like ropes. For one minute after expelling the skattoplay enema, the subject casts spells with the skatto descriptor at +1 caster level, and receives a +3 bonus on saving throws against spells and effects with the skatto descriptor.

Construction
Requirements Craft Wondrous Items, creator must possess the Wards of Filth *skatto* feat and the Extend Spell metamagic feat
Cost 10,250 gp (DC 26)

ENEMA NEEDLE, SNAKEBITE

Aura moderate conjuration **CL** 5th
Slot none **Price** 12,500 gp (DC 26) **Weight** 1 lb
This slender enema applicator is made from green glass, and has a copper injector nozzle shaped like a spitting cobra.

If filled with a potion of *neutralize poison,* the Snakebite Enema Needle can apply the potion as a medicinal enema. Doing so requires at least one minute. The enema's recipient becomes immune to poison, but is considered *sickened* for as long as the enema is retained. The enema can be retained until the subject next sleeps or rest, at which point it must be expelled. Expelling an enema is a standard action.

Construction
Requirements Craft Wondrous Items, *neutralize poison*
Cost 6,250 gp (DC 24)

ERO STATUETTE

Aura faint conjuration and illusion **CL** 3rd
Slot none **Price** 5,050 gp (DC 23) **Weight** 1 lb
This small polystone statue is about a 10-12 inches tall, but priced like it was much, much larger. The statue depicts a seductive anime sex-kitten, splayed for the viewer's pleasure, dressed in disheveled clothes, sexy lingerie or some fanciful costume that revels all her most interesting bits. There is a cheeky look in the statue's eye, and you would swear she's leering at you seductively, tempting you….

Once per day, the Ero-Statuette can animate as per *ani-mate.* In addition, if the Ero Statuette has been used for sexual purposes within the previous 24 hours, it acts as a focal point for an *alarm* spell centered on the statue. The alarm triggers both audibly (in the form of girly shrieks from the animated statue) and mentally; in addition, the Ero-Statuette animates, taking the form of a 1st level human monk, and fighting unarmed and unarmored for 3 rounds or until destroyed. If the Ero Statuette is destroyed while in animated form, it will not function for one week.

Construction
Requirements Craft Wondrous Items, *alarm, ani-mate, summon monster II*
Cost 2,525 gp (DC 21)

ERO STATUETTE: CUTE MONSTER GIRL

Aura moderate conjuration and illusion **CL** 11th
Slot none **Price** 20,650 gp (DC 29) **Weight** 1 lb
This exclusive and rare polystone statue is even more expensive and harder to get than an ordinary Ero Statuette. It depicts a lusty little devil girl with blood red or vermillion skin and stylized horns and wings. She is dressed (barely) in seductive black lace or fanciful bondage gear.

The Cute Monster Girl Ero Statuette functions identically to the Ero Statuette, save that it summons a monster girl statistically equivalent to an Eyrines, who fights for up to 11 rounds.

Construction
Requirements Craft Wondrous Items, *alarm, ani-mate, summon monster VI*
Cost 10,325 gp (DC 26)

EXHIBITIONISTIC PHONE

Aura moderate necromancy **CL** 6th
Slot none **Price** 36,000gp (DC 30) **Weight** negligible
This cursed smartphone has a lurid violet case and a small, golden camera lens at each corner. Just one camera won't be enough for this phone's unlucky owner.

Within a day of ownership of this phone, the character is cursed, becoming incredibly narcissistic and vain. The character will likely take dozens of raunchy and sexually explicit selfies with this smartphone. On the plus side, the phone provides a +8 competence bonus on sexually explicit Craft (visual arts) checks made with the built in cameras, so the curse's victim will at least look great on Motherless.

Construction
Requirements Craft Wondrous Items, *bestow curse*
Cost 18,000 gp (DC 28)

GOETIC DILDO

Aura strong conjuration **CL** 11th
Slot none **Price** 132,000 gp (DC 35) **Weight** 2 lbs
This black rubber dildo always glistens with its own lubrication, and the business end isn't the ridged head of a man's cock but a lidless, staring golden eye that seems to watch the user as he or she moves.

By masturbating to orgasm with the Goetic Dildo, the character can use *Lesser Planar Binding*, with the sex act counting as the 500 GP (DC 15) material component. The masturbation is a kind of temptation to the summoned outsider; if the caster agrees to sexual contact with the summoned creature, it will likely halve the sacrifice required for its services. If a virgin character masturbates with the Goetic Dildo, this spell functions as *Planar Binding* instead.

Construction
Requirements Craft Wondrous Item, *planar binding*
Cost 66,000 gp (DC 32)

HARIGATA

Aura faint transmutation **CL** 3rd
Slot none **Price** 6,000 gp (DC 24) **Weight** 1 lb
The harigata is a smoothed jade or stone dildo whose contours and curves recall the high-foreheaded, jolly Fukurokuju, the happiest and wisest of the Seven Lucky Gods. The harigata is a favorite tool of Tantric witches and female occultist-otaku of all kinds.

The harigata bestows great wisdom upon any creature that masturbates (or is masturbated) vaginally with the device. For 2d4 hours after masturbating with the harigata, when making any Knowledge check, you roll 3d10 rather than 1d20. The harigata cannot be used again until you rest or sleep.

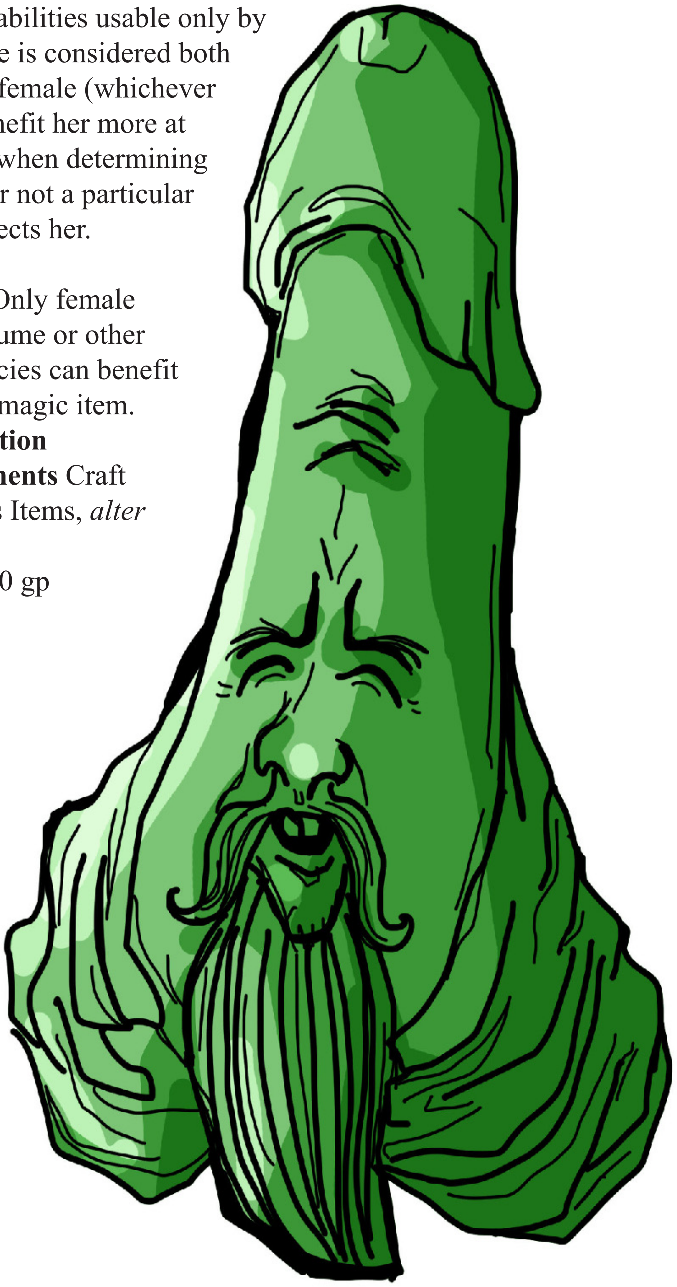
Special: This is a Fukujin magic item, dedicated to Fukurokuju. See the "Full Fukujin" sidebar.
Construction
Requirements Craft Wondrous Item, *fox's cunning*
Cost 3,000 gp (DC 21)

H-NEKO STRAP ON

Aura faint transmutation **CL** 3rd
Slot belt **Price** 3,000 gp (DC 22) **Weight** 1 lb
This long and anatomically sculpted brass strap on is designed to fit over the end of a Nekomusume's tail, and is held in place by a rather threatening assortment of brass riveted black and brown leather straps. When worn by a catgirl, the bronze cock drips magical precum.

While wearing the H-Neko Strap On, a female wearer can use traits, feats and abilities usable only by males. She is considered both male and female (whichever would benefit her more at the time) when determining whether or not a particular power effects her.

Special: Only female Nekomusume or other feline species can benefit from this magic item.
Construction
Requirements Craft Wondrous Items, *alter self*
Cost 1,500 gp (DC 19)



IMPUDENT STUD

Aura faint enchantment (compulsion) **CL** 1st
Slot face **Price** 1,000 gp (DC 18) (pink), 700 gp (DC 16) (blue)**Weight** negligible
This hypodermic plastic tongue stud comes in two styles- a pink and white version with the colors swirling together like a peppermint, and a solid seafoam blue stud made of translucent plastic.

Both versions of the magic item allow the wearer to use *Impudent Little Tongue* at will as a spell-like ability, as a first level bard. However, the Blue Version makes the wearer a little more sarcastic and honest than Japanese society says she should be, imposing a -1 penalty on Diplomacy checks made against Japanese characters and a -1 penalty on white-collar Profession checks made in Japan.

Special: Only female characters can benefit from this magic item.
Special: The blue version of the Impudent Stud is a Fukujin magic item, dedicated to Benten. See the "Full Fukujin" sidebar in *Black Tokyo's Unlimited Edition* or *Enchantments of Black Tokyo*
Construction
Requirements Craft Wondrous Items, *impudent little tongue*
Cost 500 gp (DC 15) (pink), 350 gp (DC 14) (blue)

INSIGHTFUL AND ECCHI CAMERAPHONE

Aura faint divination **CL** 3rd
Slot none **Price** 4,500 gp (DC 23) **Weight** negligible
This ordinary looking red plastic flip phone is a little behind the technology curve, but still quite serviceable. It features an ultra-high resolution, wide angle camera better and more picture memory than most modern phones.

If an intelligent creature is viewed through this camera phone, or photographed while a special occult button is pressed, the Insightful and Ecchi Cameraphone creates a nude image of the photographed creature with a glowing, translucent, mannequin-like figure in the photographed creature's favorite sexual position and activity. The mannequin like image is recognizable as the creature's preferred gender, species and body type.

If the photographed creature is both aware of the camera's true purpose and unwilling to have their favorite sexual behavior displayed, they can resist with a DC 13 WILL Save. Success indicates only an ordinary photograph is taken, and the creature becomes immune to the effects of the Insightful and Ecchi Cameraphone for 24 hours.

Construction
Requirements Craft Wondrous Items, *voyeuristic hallucination*
Cost 2,250 gp (DC 21)

LADY'S LIPSTICK

Aura moderate transmutation **CL** 3rd
Slot none **Price** 7,500 gp (DC 25) **Weight** negligible
Twist this peach-pink lipstick tube clockwise to raise the make up's glistening, sugary nub. Twist the tube counterclockwise, and the libstick tube becomes a discreet, quiet and very intense clit stimulator.

Lady's Lipstick can be used magically three times per day. It provides two different benefits, whether it is used as lipstick or as a vibrator. If applied as lipstick (full round action), it provides the user with the benefit of an *eagle's splendor* spell for one hour. If the user masturbates to orgasm with the vibrator, she rolls twice on WILL Saves to halve Pleasure damage and takes the better result. This benefit lasts for one hour.

Special: Only female characters can benefit from this magic item.
Construction
Requirements Craft Wondrous Items, *eagle's splendor, resist energy*
Cost 3,750 gp (DC 22)

NAKADASHI BARRIER

Aura faint abjuration or conjuration **CL** 3rd
Slot none **Price** 6,000 gp (DC 24) **Weight** negligible
This modern woman's diaphragm appears to be made of congealed golden light, and is stored in a small black lacquer box inscribed with golden kanji scriptures.

When the Nakadashi Barrier is inserted vaginally (a full round action) it provides two benefits. First, the barrier acts as an enchanted diaphragm, preventing pregnancy, and providing a +8 bonus on FORT saves against sexually transmitted diseases. The user is considered to have the Tantric Wisdom feat for the purpose of determining what abilities and powers may affect her.

If a male ejaculates vaginally into a female using the Nakadashi Barrier, the mystic energy of the semen forms a protective barrier. If she is attacked anytime within the next 1d4+1 hours, the magic activates as an immediate action. The user gains a deflection bonus to AC equal to the CHA modifier of the man who ejaculated within her. This bonus remains active for 3 rounds.

Special: Only female characters can benefit from this magic item.
Construction
Requirements Craft Wondrous Items, *shield of faith* or *mage armor*, creator must possess either the Tantric Wisdom or Painted With Seed feats
Cost 3,000 gp (DC 22)

NECROMANCER'S PHALLUS

Aura moderate necromancy **CL** 5th
Slot none **Price** 30,000 gp (DC 30) **Weight** 1 lb
The secret techniques and dark rituals required to animate an unbreathing servitor are well documented, at least among the world's secret libraries. There are even darker ways to awaken the dead, to give them a kind of unholy false life.

The necromancer's phallus is an intricately carved stone or wood dildo, whose surface is adorned with low-relief images of lifeless maidens on altars and operating tables being violated by their embalmers. The disturbing images provide a clue to the phallus' function: if used to violate the body of a dead female (of any humanoid species), in a dark, necrophiliac ritual lasting at least one hour, the corpse-woman rises from her grave as a powerful undead servant.

Once per day, the Necromancer's Phallus can be used to create a unique zombie from any humanoid female corpse. The corpse rises as a Fast Zombie (PFPRG Bestiary) with the following modifications:

- The raised corpse's Intelligence and Charisma scores are reduced by –8 (minimum 1 each), though it retains those scores. As such, the zombie can speak any languages it knew in life, possibly even read, but rarely communicates unless commanded to do so by its master.
- The raised corpse retains a single rank in any skills it possessed 5 or more ranks in during its life.

The undead creature created serves you loyally until destroyed, or until you use the phallus to animate another undead servitor. You may have only one undead servitor, created by the Necromancer's Phallus, in existence at any one time. This undead servitor does not count against your total number of controlled undead.

Construction
Requirements Craft Wondrous Item, *animate dead*
Cost 15,000 gp (DC 27)

NOBLE DRAGON, INC.

Noble Dragon Inc. is one of the newest and hippest of Black Japan's occult sex-toy manufacturers. Noble Dragon products are extremely popular in fetish porn web-shows from around the world, and are big enough and intimidating enough to practically be performers in their own right. The idea behind these massive, girthy dildos are simple-imagine what a dragon's cock might look like and cast that out of hypoallergenic silicon.

What most mortals fail to realize is the silicon phalluses are anatomically accurate, and exactingly researched. Their creator, and the founder of Noble Dragon Inc (which is only a little bigger than the one woman shop it started out as) is a half-draconic sorceress, fascinated by her heritage and with some serious daddy issues where male dragons are concerned.

Yuki "Yu-Yu" Ryu (LN Female Human gyaru Sorcerer 7/Dragon Disciple 2) spent most of her wasted college years at the Prefectural Dinosaur Museum, sketching the preserved dragon reproductive organs kept in one corner of the basement. After graduation, she made the first of several trips into the Tatakama to intimately examine live specimens.

NOBLE DRAGON BREEDER COCK

Aura moderate evocation **CL** 7th
Slot none **Price** 56,000 gp (DC 32) **Weight** 12 lbs
This huge silicon dildo is sculpted to resemble the impressive, multi-pronged golden phallus of a great dragon. Longer and thicker than an average man's forearm, the Breeder Cock is so named for a large internal reservoir and

squeeze bulb that can be filled with a liquid of the user's choosing, to simulate a dragon's copious orgasm.

By filling the Noble Dragon Breeder Cock with rare herbs, strange oils (sold on the company website) and an exacting mix of common kitchen ingredients, collectively worth 5,000 gp (DC 23), a female user may bring the dragon to life. For 24 hours the dragon's phallus becomes hot and life-like, and squirms and writhes on its own accord. The magical dildo orgasms inside a female character who masturbates vaginally to orgasm with the Breeder Cock. This initiates a magical pregnancy. If the pregnancy comes to term, the child will be a Half-Dragon, and will likely become a Sorcerer of the Draconic bloodline upon reaching maturity.

Construction
Requirements Craft Wondrous Item, *dragon's breath, fertility control,* creator must possess the Painted With Seed Feat
Cost 28,000 gp (DC 29)

NOBLE DRAGON FLAMING SCREAM COCK

Aura moderate evocation **CL** 7th
Slot none **Price** 56,000 gp (DC 32) **Weight** 5 lbs
This double-pronged silicon dildo is sculpted with scales and body-pleasing ridges, horns and prongs running the length of both shafts. Made from vibrant red, semi-translucent silicon, pulsing golden veins make it look like a perverse cock made of living flame.

A character who masturbates to orgasm with the Flaming Scream Cock has their body charged with energy, as by the spell, *dragon's breath.* At any time before she next sleeps or rest, the character can breathe out a 30 ft cone of fire that inflicts 7d6 Fire damage. A character can masturbate multiple times to gain multiple uses of *dragon's breath*; a character can 'store' a number of uses of dragon's breath equal to her CON modifier (or CHA modifier for undead users). Uses of this ability that are not expended before the character next sleeps or rest are simply lost.

Similar Items
Note that the Flaming Scream is merely the most popular form of this magical dildo, at least according to the Noble Dragon website. Other forms are modeled on the anatomy of other dragon types rather than the default red dragon. For instance, the white dragon "Cock of the Glacier" model is a spiraling blue and white spike designed for anal play that instead inflicts equivalent Cold damage. The dangerously thick, intimidating "Burning Rope of Cum" model is designed in imitation of a black dragon, and inflicts acid damage in a 60 ft line. The blue dragon-inspired "The Cumming Storm" unleashes a 60 ft line of electricity. Other variants, too many to list, have similar powers, virtually the same cost and identical construction requirements.

Construction
Requirements Craft Wondrous Items, *dragon's breath,* creator must possess Spell Focus (evocation) or be an Evoker
Cost 28,000 gp (DC 29)

NOBLE DRAGON MARES CUNT

Aura moderate transmutation **CL** 5th
Slot none **Price** 24,000 gp (DC 29) **Weight** 2 lbs
The "Mare's Cunt" is one of the very few penetratable sex toys sold by the otherwise cock-intensive Noble Dragon Inc. The Mare's Cunt is molded from squishy, sky blue silicon that smells faintly of hay and warms nicely to the touch. The masturbator is modeled on the intimate anatomy of a centaur mare, and was only offered for sale on the website by popular request by Noble Dragon's fans.

For 24 hours after masturbating to orgasm with the Mare's Cunt, a character treats members of the Daughter of Kirin race, as well as Centaurs and equine Anthros, as humanoids for the purpose of determining what spells and effects will affect them. Additionally, the character gains Run as a bonus feat during this time, and receives a +3 competence bonus on Handle Animal and Ride checks made against non-sentient equines.

Special: Only male characters may benefit from this magic item.
Construction
Requirements Craft Wondrous Items, *beast shape I*
Cost 12,000 gp (DC 26)

NOBLE DRAGON SQUIRMING HORROR COCK

Aura moderate conjuration and abjuration **CL** 7th
Slot none **Price** 53,200 gp (DC 31) **Weight** 3 lbs
This silicon dildo resembles a long, ridged and suckered tendril is colored in a gradient that begins as a dark, muddy brown at the base to a glistening green at the tip. It is inhumanly flexible and seems to move with a mind of its own in the body.

A character who masturbates to orgasm with the Squirming Horror Cock, either anally or vaginally gains immunity to poison and Acid Resistance 10. This effect remains active for up to 24 hours or until the character next sleeps or rests, or the character may end the effect at any time, as a full round action. Doing so allows the character to summon a Snake Swarm (venomous) (*Bestiary 3*), who crawl out of the creature's body and appear in an adjacent square. The Snake Swarm serves the character loyally for up to 7 minutes or until slain.

Construction
Requirements Craft Wondrous Items, *resist energy, summon nature's ally/summon monster IV*
Cost 26,600 gp (DC 26)

ONA-HOLE, AIZEN MYO

Aura faint conjuration (good) **CL** 6th
Slot none **Price** 32,000 gp (DC 30) **Weight** 1 lb.
This shallow, egg-shaped masturbator is made of swirled, green and golden latex. It makes no attempt to imitate a human pussy, merely being an ergonomically designed pleasure toy.

A character who masturbates to orgasm with the Aizen Myo Ona-Hole is imbued with a loving spirit and nature. Until the character next sleeps or rests, the character gains the Innocence Restored feat, which may be used to benefit one character.

Special: Evil creatures cannot benefit from use of the Aizen Myo Ona-Hole, though neutral characters can. Only male characters may benefit from this magic item.
Construction
Requirements Craft Wondrous Item, restoration, creator must possess the Innocence Restored feat
Cost 16,000 gp (DC 28)

ONA-HOLE, HARDWORKING

Aura faint transmutation **CL** 3rd
Slot none **Price** 6,500 gp (DC 24) **Weight** 1 lb
This masturbator's packaging box depicts a cute anime girl in steampunk mechanic's garb, covered in sexy oil splatters and holding an enormous wrench in a more than vaguely suggestive manner. Inside, you find a very supple ona-hole made of gloriously soft latex, that feels as good on the hand wielding as it does on the penis.

If a character masturbates to orgasm with the Hardworking Ona-Hole at least once per day, when making Craft checks to construct items, you may multiply your weekly successful Craft result check by 1.5, allowing you to complete projects much faster than normal. You must use the Hardworking Ona-Hole for a week, to attune to it, before it provides any benefit.

Special: Only male characters can benefit from this magic item.
Construction
Requirements Craft Wondrous Item, creator must possess the Master Craftsman feat
Cost 3,250 gp (DC 22)

ONA-HOLE, NURSE FETISH

Aura faint conjuration **CL** 3rd
Slot none **Price** 12,000 gp (DC 26) **Weight** 1 lb
This ona-hole's box depicts a busty, giggly girl practically popping out of a retro-styled nurse's uniform. The toy itself is a soft, fragrant pink silicon skin, with a big, bright red cross at the base of the sex toy.

If the device's wielder masturbates a male character to orgasm with the Nurse Fetish Ona-Hole, device acts as either masterwork healer's kit or a masterwork fast-use med-kit. The wielder makes both a Perform (sexual) check and a Heal check, with a masterwork bonus in either case, and takes the better result. Unlike a conventional healer's kit or med-kit, the Nurse Fetish Ona-Hole never runs out of supplies.

Construction
Requirements Craft Wondrous Item, *cure moderate wounds*
Cost 6,000 gp (DC 24)

ONA-HOLE, OTAKUS

Aura faint conjuration **CL** 3rd
Slot none **Price** 12,000 gp (DC 26) **Weight** 1 lb
This fleshy pink masturbator is shaped like a woman's pussy, and is made from supple latex that almost feels like flesh. Unlike conventional pleasure devices, a tiny and lustful fragment of a woman's soul is bonded to the latex, creating a pleasure toy that pulses with pleasure and drips with its own lubricant.

A character with the Tantric Wisdom feat can masturbate to orgasm with the Otaku's Ona-Hole and receive the benefit of sex with a real woman. If the character has feats which build off Tantric Wisdom to provide additional benefit, they activate as well.

Construction
Requirements Craft Wondrous Item, *cure moderate wounds*
Cost 6,000 gp (DC 24)

ONA-HOLE, ROMANTIC

Aura faint divination and enchantment **CL** 5th
Slot none **Price** 42,000 gp (DC 31) **Weight** 1 lb
This silicon masturbation sleeve is sculpted from pliable, flesh-like latex and is expertly molded to perfectly duplicate the genital region of a particular woman (though nothing stops a mage from crafting an equally accurate imitation of a male anus, with identical powers). Every carnal detail is perfectly replicated.

The Romantic Ona-Hole must be created with the willing cooperation of the person whose intimate regions it imitates. Sexual intercourse with the Romantic Ona-Hole allows the character to perceive the imitated model via a *status* effect. The Romantic Ona-Hole's model is aware when anyone has sexual intercourse with the Ona-Hole modeled on herself, and if that creature is an ally, she gains the benefit of a *good hope* spell, regardless of the distance between her and the Ona-Hole's user, so long as both are on the same plane. The model is has a general impression whether an ally or a hostile creature uses the Ona-Hole, but not specifically who.

As the Romantic Ona-Hole is keyed to a specific model, if that person is slain, the Ona-Hole loses its power and becomes non-magical. However, if the model returns to life later, the previously de-powered Ona-Holes regain their power.

Similar Magic Items

The Romantic Ona-Hole has become a basis for several similar magical items, all of which allow a lonely act of love to transmit blessings to a far away friend. Each of the following magic items functions identically to a Romantic Ona-Hole but have an additional spell built in, that takes effect if an ally has sexual intercourse with the Ona-Hole.

The spell required and additional purchase price for these variant Romantic Ona-Holes are described below. Similar items can easily be created using these items as a basis.

- **Anatomical Ona-Hole:** casts *Cure Moderate Wounds* on the model. Adds +20,000 gp to the price.
- **Boxed Maiden Ona-Hole:** casts *Sanctuary* on the model. Adds +10,000 gp to the purchase price.
- **Studious Ona-Hole:** casts *Fox's Cunning* on the model. Adds +20,000 gp to the purchase price.

Special: Only male characters can benefit from this magic item, though any gender can be the model for the Ona-Hole.

Construction

Requirements Craft Wondrous Items, *good hope, status,* creator must have at least 1 rank in Craft (sculpture) or Heal

Cost 21,000 gp (DC 29

OTAKUS PILLOW

Aura faint illusion **CL** 3rd

Slot none **Price** 10,400 gp (DC 26) **Weight** 10 lbs

This plush, five foot long body pillow represents a cute anime girl, the exact level of lolicon varying only by the purchaser's whim. The pillow itself depicts the girl in her lacy bra and panties, while the pillow case depicts the same cartoon girl dressed in a school girl's outfit.

A character with the Otaku template who sleeps on the Otaku's Pillow or undergoes complete bed rest recovers mental ability score damage at twice the usual rate. Otaku are protected from effects targeting sleepers, such as a night hag's *dream haunting* ability or the *nightmare* spell, while sleeping on this pillow. They have spectacularly erotic dreams of the anime character depicted on the pillow.

Special: Only characters with the Otaku cultural template may benefit from this magic item.

Construction
Requirements
Cost 5,200 gp (DC 23)

PERVERT CHAIR

Aura faint conjuration and transmutation **CL** 3rd
Slot none **Price** 5,500 gp (DC 23) **Weight** 5 lbs
This chair is a magical version of the infamous item of furniture found in love hotels and bordellos throughout Black Japan. This short stool has a U-shaped cushion made of hot pink, screaming neon vinyl, and when somebody sits nude on the pervert chair, their genitals and asshole are fully exposed to anybody beneath the seat, ready for love or wet play…as their fetish demands. Many of the best hotels on "Love Hotel Hill" in an especially dirty Tokyo district advertise their specially enchanted pervert chairs.

While a willing creature is seated on the Pervert Chair, anyone touching both the creature and the Chair may affect the creature with any of the following spells: *Happy Swell, Quick Cum, Stunning Orgasm, Vacate Bowels.* There is no saving throw for any of these effects, as the recipient must be willing. All characters who engage in sexual play where the Pervert Chair is involved receive a +4 bonus on FORT saves made to resist contracting any form of sexually transmitted disease.

Construction
Requirements Craft Wondrous Items, *Happy Swell, Quick Cum, Stunning Orgasm, Vacate Bowels*
Cost 2,750 gp (DC 21)

PERVERT'S GUIDEBOOK

Aura faint divination **CL** 3rd
Slot none **Price** 30,000 gp (DC 29) **Weight** neg.
The Pervert's Guidebook is a slender, cheaply printed magazine similar to the free adult newspapers found in vending machines across Black Japan, and throughout the seedier corners of the wider world. Inside are dot-printed, full color advertisements for love hotels, contact information for local prostitutes and even advertisements for magical servants with the most appeal to dedicated perverts. The ink on the pages shifts and moves to keep the information up-to-the-second current.

While consulting a Pervert's Guidebook, a character receives a +10 bonus on Knowledge (streetwise) checks made to locate sexual services, or to find sexually related magic items, and on Knowledge checks concerning characters of an obviously sexual nature, such as prostitutes, porn stars, Tantric mages, *skatto* practitioners and the like. In addition, the reader receives a +5 bonus on checks to locate the Floating World.

Construction
Requirements Scribe Scroll, *locate object*
Cost 15,000 gp (DC 27)

PLEASURING STRAND

Aura moderate evocation **CL** 5th
Slot belt **Price** 3,450 gp (DC 22) **Weight** negligible
Each sphere in this short string of small, rubber anal beads pulses with a tiny, starlike fragment of glowing pinkish energy at its heart. The beads are warm to the touch and are designed for easy insertion into even the most inexperienced orifice.

While the Pleasuring Strand is inserted, the wearer gains the ability to throw toss small spheres of energy like firecrackers as a ranged attack with a maximum range of 30 ft and no range increment. These speres inflict 1d6 Pleasure damage on a successful attack (crit 20/x2). However, each sphere thrown also inflicts 1 point of Pleasure damage upon the wearer.

Construction
Requirements Craft Wondrous Items, *stunning orgasm*
Cost 1,725 gp (DC 20)

POTTY DUCK

Aura faint, moderate or strong conjuration
CL 3rd (least), 7th (lesser), 13th (greater)
Slot none **Price** 2,400 gp (DC 21) (least), 22,400 gp (DC 29) (lesser), 72,800 gp (DC 33) (greater)
Weight 15 lbs
This cheap but very durable plastic child's potty chair is injection molded into the shape of a colorful, pastel duck. Such props are favorites of age-play and scat- or wet-play enthusiasts alike, and are found in many ecchi toyboxes.

Once per day, the Potty Duck's owner can piss and shit into the potty, which requires at least a minute of effort. The Potty Duck animates and transforms into a bird-like, monstrous form, and serves the character loyally for 1d3 hours, or until destroyed. If destroyed while in monstrous bird form, the Potty Duck returns to its potty chair form and cannot be used again for 72 hours.

In its monstrous form, the Potty Duck retains its pastel colors and slick plastic texture, and regardless of its shape, it squawks and quacks like a duck.

Depending on the type of Potty Duck, the potty's monstrous form may be an ***Eagle*** (Least Potty Duck), an ***Owlbear*** (Lesser Potty Duck) or a ***Roc*** (Greater Potty Duck). A *Purity of Body* spell cast on the monstrous Potty Duck will effectively destroy the monster and force the item into its potty chair form. The Potty Duck is allowed a WILL Save to negate the spell.

Construction
Requirements Craft Wondrous Items, *Summon Nature's Ally I* (least), *Summon Nature's Ally IV* (lesser), or *Summon Nature's Ally VII* (greater)
Cost 1,200 gp (DC 18) (least), 11,200 gp (DC 26) (lesser), 36,400 gp (DC 30) (greater)

RELOADER PLUG

Aura conjuration **CL** 5th
Slot belt **Price** 20,000 gp (DC 28) **Weight** 2 lbs
This heavy anal plug is forged from brass, and is designed to somewhat resemble a rifle round and full metal jacket.

The Reloader Plug must be anally inserted to function. While so inserted, any firearm wielded by the user is continually and automatically reloaded, as per the infinite ammunition spell.

Similar Items
The *Hot-Charger Plug* resembles a high tech, glowing energy clip, similar to those that power energy weapons. This item has the same price and construction requirements, but automatically reloads ranged energy weapons wielded by the user.

Construction
Requirements Craft Wondrous Items, *infinite ammunition*
Cost 10,000 gp (DC 25)

SILVER AND IRON VIBRATOR

Aura moderate transmutation **CL** 9th
Slot none **Price** 75,000 gp (DC 33) **Weight** 3 lbs
This pencil-thin, heavy duty vibrator is surprisingly heavy for its size, made entirely of silver inlay layered like skin over a core of iron. Switches and wiring are adamantine. The heavy metal toy delivers tooth rattling stimulation.

For one hour after masturbating to orgasm with a Silver and Iron Vibrator, all the user's attacks, including manufactured and natural weapon attacks are treated as having either the Adamantine, Cold Iron or Silver property for the purpose of overcoming damage reduction. The user chooses which alchemical metal at the point of orgasm. Masturbating to orgasm while under the effects of a previous usage of this vibrator cancels the original effect, resets the duration and applies a new metal type.

Construction
Requirements Craft Wondrous Items, *fabricate*
Cost 37,500 gp (DC 30)

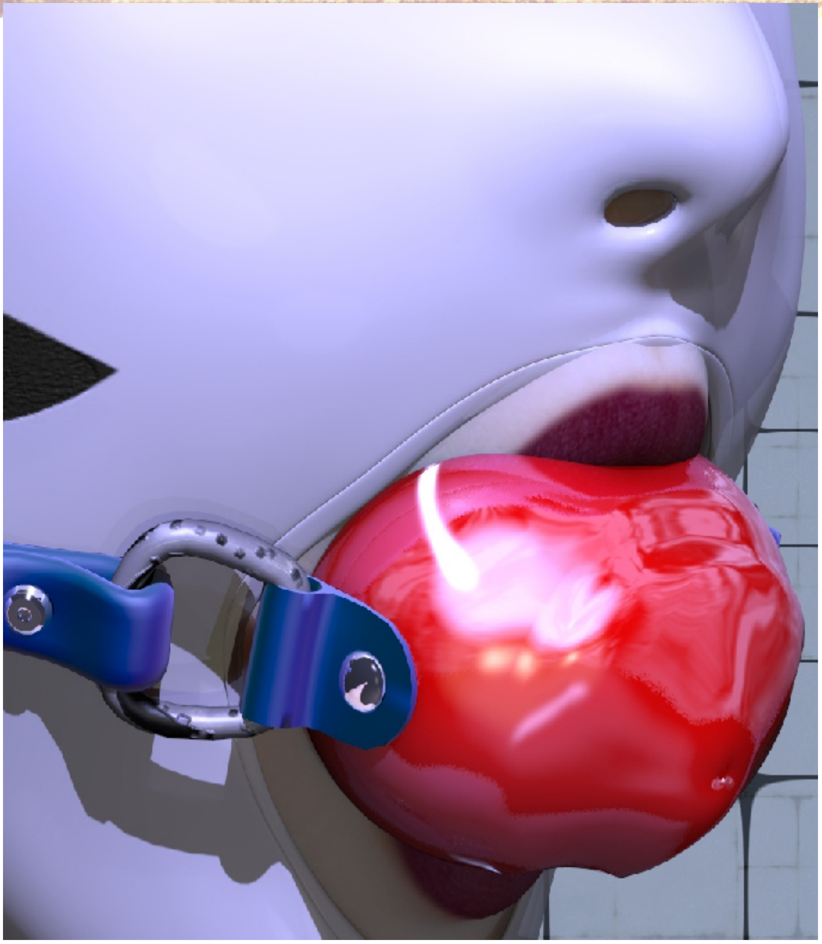
SIMULATOR HOLE

Aura faint divination **CL** 6th
Slot none **Price** 2,750 gp (DC 21) **Weight** 1-2 lbs
A variety of ona-holes are sold under the Simulator Hole label, produced by a variety of manufacturers, but the best are produced by a *Ani-Play XXX*, an Osaka based occult sex-toy giant. All are basically pink latex tubes, with a meticulously sculpted vagina, featuring the unique anatomical details of a particular species injection molded at one end. The box art features a fetching anime illustration of a member of one of Black Japan's many sentient species, and the toy resembles this template somewhat. For example, a Dodoma Simulator hole would be sculpted with multiple eyes all over, a POETICA Simulator Hole would have a high tech feel, and a Akaname Simulator Hole would have arousingly foul perfume mixed with the plastic, and so on…..

Each individual Simulator Hole is keyed to a particular species native to Black Tokyo, such as Kami, Goryohime, Nekomusume and so forth. For 24 hours after masturbating to orgasm with the Simulator Hole, the character's attacks (either unarmed or wielding weapons) are treated as having the *Cunning* magical weapon property against members of that species. The exact Knowledge check required is decided by the gamemaster, but is usually obvious. In addition, the character gains a +5 bonus on Perform (sexual) checks made against members of that species.

Similar Items
H-Sim Games are mystical versions of popular ero-games and visual novels. Each game's intricate, multifaceted plot plays out a love story featuring members of a particular supernatural race. This story reveals many details about the habits and psychology of the race.

H-Sim Games function identically to Simulator Holes, but require at least an hour of play to receive a benefit. Both genders can use H-Sim Games. These items have an additional creation requirement of 5 ranks in Computer Use.



Special: Only male characters can benefit from this magic item.

Construction
Requirements Craft Wondrous Items, *true strike*
Cost 1,375 gp (DC 19)

SPEARMANS RING

Aura moderate transmutation **CL** 6th
Slot belt **Price** 36,000 gp (DC 29) **Weight** neg.
This thick wooden ring is made from burnished cherry wood, and carved with lusty and perverse scenes in an archaic style. On the ring's surface, samurai suck off goats, penetrate sheep and horses and mount animals of all kinds.

When worn over a man's erect penis, the magical ring seems to flow and melt into his flesh. While wearing the Spearman's Ring, a male gains the Phallic Spear Technique feat, even if he doesn't meet the prerequisites.

Special: Only males can benefit from this magic item.
Construction
Requirements Forge Ring, *keen edge,* creator must possess the Phallic Spear Technique feat
Cost 18,000 gp (DC 28)

STUDENTS STRING OF BEADS

Aura faint transmutation **CL** 3rd
Slot belt **Price** 6,500 gp (DC 24) **Weight** 1 lb
This 12 cm string of small, ivory silicon anal beads are designed to slip painlessly and playfully into even the tightest anus. The ring at the end of the string is sculpted to resemble two white gull wings, touching at the center of the ring.

A character may insert the Student's String of Beads anally as a full round action. The bead's sharpen concentration and hone intellect. On the next 3d6 Knowledge or WIS-based checks the character makes, they roll 2D20 and take the better of two results. Each time the character benefits from this magic item, another one of the beads slips from their anus; when all benefits are used up, the character orgasms involuntarily, and is considered *nauseated* for 1d4 rounds. After this, the anal beads must be reinserted to provide any further benefit.

Construction
Requirements Craft Wondrous Items, *owl's wisdom* or *fox's cunning*
Cost 3,250 gp (DC 22)

SUBMISSIVES CHERRY

Aura moderate enchantment **CL** 8th
Slot head **Price** 16,000 gp (DC 27) **Weight** negligible
This glossy, semi-firm rubber ballgag is a glossy, sensual red, tied around the submissive's mouth with pink leather. It holds the mouth open almost uncomfortably.

While wearing the Submissive's Cherry, the character cannot speak or make vocal noises. If they possess the ability to cast spells, all their spells are cast as if via the Silent Spell feat, without changing the spells' level or casting time. However, the wearer suffers a -2 morale penalty on all WILL Saves. If the wearer casts any spell from the Enchantment (compulsion) subschool, there is a 25% chance that the spell is reversed, with the caster acting as the target, and the intended target acting as the spell's caster instead.
Construction
Requirements Craft Wondrous Items, creator must have the Silent Spell feat
Cost 8,000 gp (DC 25)

TORII CLUB MASTURBATOR

Aura faint divination **CL** 3rd
Slot none **Price** 4,500 gp (DC 23) **Weight** 1 lb
This silicon sex sleeve is made of translucent vermillion polymer and the white archway symbol of the Torii Club is tampographed onto either side of the sleeve.

If a male masturbates to orgasm with this sex sleeve, it begins to glow softly, and directional symbols appear on the sleeve in white. These symbols point the direction to the nearest dimensional *torii gate* and the glow brightens as the *torii* nears (the glow is about as bright as a dim flashlight when within 100 ft or less of the gate). This property remains in place for 1d6+1 hours after the Torii Club Masturbator is used sexually.

Construction
Requirements Craft Wondrous Items, *detect chaos*
Cost 2,250 gp (DC 21)

VITALITY RING, GOLDEN

Aura faint transmutation **CL** 1st
Slot belt **Price** 800 gp (DC 17) **Weight** negligible
This tight fitting yellow metal cock ring clenches tightly at the root of the penis, and its magic strengthens the wearer's prostate and the force of their urine stream to supernatural levels.

While wearing the Golden Vitality Ring, the character cast spells with the *water* or *skatto* descriptors at +1 caster level and inflicts an additional point of damage per damage dice of direct damage dealing spells with the *skatto* spell.

Special: Only male characters can benefit from this magic item.
Construction
Requirements Craft Wondrous Items, Tantric Wisdom, creator must be male
Cost 400 gp (DC 15)

VITALITY RING, IVORY

Aura faint transmutation **CL** 1st
Slot belt **Price** 800 gp (DC 17) **Weight** negligible
This simple cock ring is made from translucent white plastic, but seems to pulse with arcane power. Even the least perceptive mortal can feel the power of the vitality ring against their flesh, and most male tantric magicians own at least one.

While wearing the Ivory Vitality Ring, the character receives a +2 competence bonus on Perform (sexual) checks.

Special: Only male characters can benefit from this magic item.
Construction
Requirements Craft Wondrous Items, Tantric Wisdom, creator must be male
Cost 400 gp (DC 15)

VITALITY RING, VIOLET

Aura faint transmutation **CL** 1st
Slot belt **Price** 900 gp (DC 17) **Weight** negligible
This thick, studded cock ring is made from royal purple plastic. It throbs and hums faintly when pressed to the skin, and squeezes hard around the shaft when applied to the genitals.

While wearing the Violet Vitality Ring, the character gains Tantric Wisdom as a bonus feat.

Special: Only male characters can benefit from this magic item.
Construction
Requirements Craft Wondrous Items, Tantric Wisdom, beast shape I, creator must be male
Cost 450 gp (DC 15)

VITALITY RING, WOLF'S

Aura moderate transmutation **CL** 5th
Slot belt **Price** 2,500 gp (DC 21) **Weight** negligible
This grey leather cord is tied around the base of the penis, making that organ swell to inhuman size. A huge knot of muscle forms midway down the shaft, like the organ of a dog or wolf. These rings are often found in the possession of Black Tokyo's carnal predators.

While wearing the Wolf's Vitality Ring, the character receives a +4 racial bonus on Combat Maneuver checks made to grapple after a sexual encounter has begun. An attempt to escape a sexual grapple by the character results in 1d4 points of non-lethal damage to the character making the escape attempt, regardless of the checks' success or failure.

Special: Only male characters can benefit from this magic item.
Construction Craft Wondrous Items, *beast shape I,* creator must be evil
Requirements
Cost 1,250 gp (DC 18)

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OTHER WONDROUS ITEMS

AINU KUT

Aura faint abjuration **CL** 5th
Slot belt **Price** 35,000 gp (DC 30) **Weight** 1 lb
This traditional girdle is worn by the few Ainu women folk remaining in the modern Earth Realm, and the far more numerous Ainu dwelling in the Tatakama's endless forests. This tight fitting garment of heavy white cloth decorated in black and red zigzag motifs can be easily concealed under ordinary clothes. The kut is sacred to Kamui Fuchi, an Ainu hearth goddess and one of the chief deities of the fading faith.

While wearing the *kut*, a woman becomes a spirit of the hearth fire herself. She gains Fire Resistance 10, if she does not take any move or move-equivalent action while either on fire or within a large fire, she gains Fire Immunity instead. For every 10 points of fire damage she inflicts during a round, the wearer may restore 1 HP to any ally within 100 ft who she can clearly see and has line of effect to. Healing an ally in this way is a swift action.

Special: Only females may benefit from this magic item.

Construction
Requirements Craft Wondrous Item, *protection from energy (fire),* creator must be Utari Ainu
Cost 17,250 gp (DC 28)

AKANAMES PHARMACOLOGICAL WASHLET

Aura strong transmutation **CL** 13th
Slot none **Price** 105,000 gp (DC 34) **Weight** 60-75 lbs (architectural feature)
The perverted genius alchemical engineers working at the T-2 River Building have constructed a range of *washlets* (high tech toilets, common in Japan). Many are merely mundane pluming fixtures, but this particular washlet is enchanted with potent alchemical magic. Small glass tubing and sealed, bubbling flasks rise from the tank, continually churning with strangely colored fluids.

Day of the Week	User Urinates Into Washlet	User Defecates Into Washlet
Monday	Crafter's Fortune	Masterwork Transformation
Tuesday	Bless	Consecrate
Wednesday	Urinalysis [E]	Bowels to Bowels [E]
Thursday	Bear's Endurance	Eagle's Splendor
Friday	Bull's Strength	Owl's Wisdom
Saturday	Longshot	Bullet Shield
Sunday	Cure Light Wounds	Cure Moderate Wounds

The Akaname's Pharmacological Washlet can produce one (occasionally more) potions per day, catalyzing them from the urine and feces of creatures using the washlet. The potion created is determined by the day of the week and whether the user urinates or defecates into the washlet. The potions have a caster level equal to the minimum necessary to cast the spell plus an additional number of level's equal to the user's CON modifier (or CHA modifier for undead users). If two creatures simultaneously urinate or defecate into the washlet, add their CON modifiers (or CHA modifiers) together to determine the resulting potion's caster level.

It requires only a few seconds to catalyze a potion after flushing the washlet. Normally, the Pharmacological Washlet can produce a single potion per day. However, on important Japanese holidays (such as the Girl's Festival or the Bon Festival), the washlet can be used instead to produce 1d3 potions.

Construction

Requirements Craft Wondrous Items, *purify food and drink, universal formula,* creator must be an Akaname

Cost 52,500 gp (DC 31)

AKANAMES STICKER

Aura faint transmutation **CL** 1st

Slot none **Price** 1,000 gp (DC 17) **Weight** neg.

This circular sticker depicts a leering Akaname with its long purple tongue hanging out. These stickers have a little magic when affixed to a bathroom wall, near the toilet.

When affixed to a bathroom wall, the Akaname's Sticker ensures that the bathroom never runs out of toilet paper, conjuring more when needed. The magic has the same fetishistic streak as a real Akaname, though, and every 2-3 months a random but highly specific type of person must use the enchanted bathroom, or the sticker peels away and its magic is lost. A cartoon image of the desired type of person appears on the sticker when the Akaname's Sticker wants a voyeuristic treat. The sticker might randomly request to watch a French tourist, a sushi cook from Osaka or an American schoolgirl use the bathroom.

Construction

Requirements Craft Wondrous Item, *prestidigitation*

Cost 500 gp (DC 15)

AKIBA KEYCHAIN

Aura faint evocation **CL** 1st

Slot none **Price** 500 gp (DC 15) **Weight** negligible

This cheap plastic keychain fob is shaped like either an anime mecha or a lightning bolt, and is painted with the Akihabara District's logo. While wearing or carrying the Akiba Keychain, the character's personal electronic devices (such as smartphone, laptop and the like) have a continually full charge. This does not affect vehicle batteries, nor the high density energy cells that power energy weapons. An even more affordable version of this keychain (costing 100 gp) allows the wielder to touch a personal electronic device once per day and recharge it fully.

Construction

Requirements Craft Wondrous Items, *recharge*

Cost 250 gp (DC 13)

AKIBA NECKLACE

Aura faint abjuration **CL** 3rd

Slot neck **Price** 15,000 gp (DC 27) **Weight** negligible

One of the more popular items sold at the Akiba Foundry, this solid gold necklace, on a wide golden chain, has a charm in the shape of a bold lightning bolt embossed with the stylish black logo of the Akihabara District.

Wearing this necklace provides the character with Electricity Resistance 10.

Construction

Requirements Craft Wondrous Items, *resist energy*

Cost 7,500 gp (DC 25)

AKUMA BEADS

Aura faint enchantment **CL** 5th

Slot neck **Price** 18,000 gp (DC 28) **Weight** 1 lb

These thick, wooden prayer beads are made from dark mahogany with a reddish undertone, and are as hot as coals to the touch, though this heat never harms the wearer or her property.

Three times per day, the wearer can cast *Rage* upon herself with a duration of one minute. During this time, the wearer also becomes immune to Fire and Cold damage.

Construction
Requirements Craft Wondrous Item, *endure elements, rage*
Cost 9,000 gp (DC 25)

ALL-CURING SPECULUM

Aura strong conjuration **CL**
Slot none **Price** 66,000 gp (DC 32) **Weight** 1 lb
This stainless steel gynecological tool is made to exacting tolerances, but has a cold, sterile air.

It requires 24 hours for the All-Curing Speculum's owner to attune to the device. The All-Curing Speculum may be used once per day per five ranks the owner has placed in Heal. Male characters may use, but not benefit from, this wondrous item.

The All-Curing Speculum must be vaginally inserted and the patient stimulated to orgasm. Upon her orgasm, any curse, disease or poison afflicting the patient is removed, and any ability scores reduced to 8 or lower are restored to 8. However, the healing is temporary and conditional; if the patient orgasms at any time within the next 2d6 days, afflictions and ability score damage immediately returns.

Construction
Requirements Wondrous Items, *remove curse, remove disease, neutralize poison, lesser restoration*
Cost 33,000 gp (DC 30)

ANGELS CLOSET

Aura strong universal **CL** 17th
Slot none **Price** 61,200 gp (DC 32)
Weight architectural feature
This walk-in closet is paneled with luxiourous, gleaming dark wood, and is hidden behind a white oak door etched with the low relief image of an angelic woman, wings spread, alighting the clouds. The Angel's Closet is a small fold-space, much larger on the inside than out. It can be constructed in even the tiniest Japanese apartment building, opening into a massive non-space with virtually unlimited storage for clothes, shoes and accessories. Silver clothing rods hold row after row of silvery white outfits.

Once per day, the Angel's Closet may be opened and it will produce an assortment of magical armor: this magical armor takes the form of a **+1 set of deathless, defiant (evil outsiders)** armor of any of the following types:

- Cloth
- Padded
- School Uniform
- Silken Ceremonial
- Parade

Whatever its exact form, the conjured armor appears in shades of blinding white or silver, and sheds light like a torch. The conjured armor remains in place until the following dawn, or until it is completely removed by the wearer, or she is slain. At that point, the armor's vibrant white color fades and it becomes useless, tattered grey rags.

Each time the closet is opened, the user makes a DC 18 Diplomacy check; the amount the check result beats the DC is the number of magical armors created, up to a maximum of the user's ranks in Diplomacy.

Construction
Requirements Craft Wondrous Items, *wish,* creator must possess Spell Focus (abjuration)
Cost 30,600 gp (DC 30)

ANNIXERS MICRON

Aura faint, moderate or strong conjuration **CL** varies
Slot none **Price** varies **Weight** negligible
This fine Micron brand pen is distinguished from other drawing tools only by the blood red Annix! Studios logo embossed on the cap. Annixer's Microns come in a variety of nib sizes, measured in millimeters. None of these pens will ever run out of ink or lose their nib.

An Annixer's Micron allows a Summoner to make a DC 15 Craft (visual art) check while summoning their Eidolon. If this check is successful, the Eidolon gains additional evolution points that can be spent immediately to upgrade the Eidolon. The amount of points provided on a successful check is determined by the grade of the Annixer's Micron; these extra points remain until the Eidolon is dismissed, destroyed or returned to its own plane.
Construction
Requirements Craft Wondrous Items, *summon monster I, IV or VIII* depending on type
Cost varies

Annixer's Micron	Provides Evolution Points	Spell and Caster Level	Price	Cost
2 mm (heavy)	1 EP	Summon Monster I CL 3rd	24,000 gp DC 29	12,000 gp DC 26
1 mm (fine)	2 EP	Summon Monster IV CL 7th	56,000 gp DC 32	28,000 gp DC 29
0.5 mm (very fine)	4 EP	Summon Monster VII, CL 15th	240,000 gp DC 37	120,000 gp DC 34

ARMORERS COFFIN

Aura strong universal **CL** 17th
Slot none **Price** 61,200 gp (DC 32) **Weight** 70 lbs.
This coffin is an elongated mahogany hexagon shod with iron and brass, with a polished silver crucifix protecting the lid. Iron hinges and a case hardened clockwork lock seal the coffin, and heavy leather straps allow it to be carried slung over the shoulder of a very, very strong priest.

Once per day, a character who has chosen Gothic Christianity as their faith (or alternatively, any other Christian faith, at the GM's discretion) may open the Armorer's Coffin, causing a myriad of magical firearms to appear in a golden glow. The Armorer's Coffin creates a number of firearms, chosen from the following base forms, described in the D20 Modern SRD (D20 Modern, pg 96). Alternatively, if you wish to use the firearms described in the *Advanced Arsenal*, suggested equivalent weapons are given in parenthesis.

- Glock 17 (Advanced 9mm)
- MAC Ingram M10 (Black Ops SMG)
- Browning BPS
- M16A2 (Advanced 5.7mm SMG)

All weapons created by the Armorer's Coffin have a +1 enhancement bonus and are Holy weapons.

Each time the coffin is opened, the user makes a DC 18 Knowledge (religion) check; the amount the check result succeeds by is the number of magical firearms created, to a maximum of the user's ranks in Knowledge (religion). Once created, the magical firearms remain in existence for one hour, or until their wielder is slain, at which time the guns vanish in a flash of golden light.

Construction
Requirements Craft Wondrous Item, *wish,* creator must possess Spell Focus (conjuration)
Cost 30,600 gp (DC 30)

ASHIDA-GETA

Aura faint abjuration **CL** 4th
Slot feet **Price** 8,000 gp (DC 25) **Weight** 2 lbs
These wooden sandals of traditional Japanese manufacture have tall, stilt-like soles that rise 6 to 8 inches off the floor. Traditionally worn by sushi chefs to keep their feet out of fish scraps fallen on the kitchen floor. Enchanted ashida-geta are equally adept at protecting the wearer from the taint of *skatto* magic.

While wearing asida-geta, the character receives a +2 holy bonus on saving throws against spells and effects with the *skatto* descriptor. If the creator meets both the prerequisites below (is both an Akaname and an accomplished sushi chef), the bonus provided by the sandals is +3 instead.

Construction
Requirements Craft Wondrous Items, *purity of body,* creator must either be Akaname or have 5 ranks in Profession (chef)
Cost 4,000 gp (DC 22)

ASSAULT MAGAZINE

Aura faint conjuration **CL** 4th
Slot none **Price** 1,800 gp (DC 20) **Weight** 2 lbs
Assault Witches who prefer to use non-standard, idiosyncratic personal guns rather than an *Assault Witch Carbine* are often issued this item to maximize their ammo loads while minimizing weight. This double drum magazine is rather ordinary, except for a small golden infinity symbol painted on the left drum.

If the Assault Magazine is connected to any two handed firearm capable of accepting an internal magazine, it provides that firearm with the *infinite ammunition* magical weapon property.
Construction
Requirements Craft Wondrous Items, *infinite ammunition*
Cost 900 gp (DC 17)

ATHLETIC CHAMPION HEADBAND

Aura faint transmutation **CL** 3rd
Slot head **Price** 1,800gp (DC 20) **Weight** negligible
This white cotton headband has the red circle of the Japanese flag at its center, and heavy black kanji announcing the wearer is the winner of a sports day event at a local secondary school.

While wearing the Athletic Champion Headband, the character is proficient with the katana, the wakizashi and the long bow, as well as one other exotic or martial weapon of Asian design of the wearer's choice and light armor.

Construction
Requirements Craft Magic Arms and Armor, bull's strength, creator must have STR 13+
Cost 900 gp (DC 17)

BAKU CALL CHARMLETS

Aura faint divination **CL** 1st
Slot none **Price** 1,000 gp (DC 18) **Weight** neg.
In a country as crowded and ancient as Black Japan, the dead walk shoulder to shoulder with the living. Ghosts are common as stray cats, and most are no more harmful. A few are terrors, who stalk and prey on the living. Whether the unquiet spirits are benign or rapacious, few of Black Tokyo's citizens possess the supernatural insight to see them. Warning devices, wards and charms become necessary.

Baku Call Charmlets are surprisingly common. These extremely minor supernatural devices are ensorcelled versions of the ever-present cartoon charms dangling from schoolgirl's backpacks and cell phone lanyards. As undead draw near, the charm begins jingling faintly, shaking the zipper or cord it is attached to, providing a subtle, almost unnoticeable warning of the presence of undead. If connected to a cell phone, the phone begins to vibrate, and a phantom phone number flashes on the screen.

The Baku Call Charmlet begins to shake and vibrate if any Undead, including *invisible* and *ethereal* undead creatures approaches within 60 ft.

Construction
Requirements Craft Wondrous Items, *detect magic*
Cost 500 gp (DC 15)

BAKU PILLOW

Aura faint abjuration **CL** 5th
Slot none **Price** 30,000 gp (DC 30) **Weight** ½ lb
This small but fluffy synthetic pillow features a screen-printed pillow case depicting the Indian deity Baku, a dream-eating spirit that protects sleepers from nightmares, rendered as a cartoony corporate mascot.

A character who sleeps in a bed or mat with a Baku Pillow becomes immune to spells or effects that perceive, manipulate or harm dreams, such as a Night Hag's dream haunting ability. Multiple characters can share a bed, and all benefit from a shared Baku Pillow.

Construction
Requirements Craft Wondrous Item, *nondetection*
Cost 15,000 gp (DC 27)

BANDS, EYRINES

Aura faint transmutation **CL** 3rd
Slot wrist **Price** 2,000 gp (DC 20) **Weight** negligible
This wide rubber wrist band is blood red printed with alternating grey stripes. There is an abstract, winged grey shape worn on the inside of the band, against the pulse point at the wrist.

While wearing an Eyrines Band, the character gains a +2 competence bonus on Combat Maneuver Defense against any attacker who has ever committed rape.

Construction
Requirements Craft Wondrous Items, *bull's strength*
Cost 1,000 gp (DC 17)

BANDS, HEALTHY LOVERS

Aura faint transmutation **CL** 3rd
Slot wrist **Price** 2,000 gp (DC 20) **Weight** negligible
This slender rubber wrist band comes in various shades of blue, green or pink, and features the words "LOVE-health-LOVE-health" printed in a repeating motif in a complementary color.

While wearing the Healthy Lover's Bands, the character uses their STR score rather than their CHA score as the key ability for Perform (sexual) checks and sexually oriented Diplomacy checks.

Construction
Requirements Craft Wondrous Items, *bull's strength*
Cost 1,000 gp (DC 17)

BANDS, ONAN-HEALTH

Aura faint transmutation **CL** 3rd
Slot wrist **Price** 2,000 gp (DC 20) **Weight** negligible
This wide rubber wrist band is medical white with a green cross and pill deco.

While wearing Onan-Health Bands, the character may use Perform (sexual) in place of Heal when treating patients of their sexually preferred gender. Medically based magic items, such as enema needles, speculums and the like increase their caster level by +1 when used by a character wearing Onan-Health bands.

Construction
Requirements Craft Wondrous Item, *fox' cunning*
Cost 1,000 gp (DC 17)

BATTLESHIP HEELS

Aura moderate transmutation **CL** 5th
Slot feet **Price** 28,000 gp (DC 29) **Weight** 1 lb
These high, battleship grey fetish boots have a strong red sole, toe and steep 6 inch heel spike, which resembles the rudder of a warship. While wearing the Battleship Heels, the character is under a constant *water walk* effect.

Construction
Requirements Craft Wondrous Items, *water walk*
Cost 14,000 gp (DC 27)

BENTENS CONSOLE

Aura faint evocation **CL** 3rd
Slot none **Price** 6,000 gp (DC 24) **Weight** 5 lbs
The Goddess Benten often makes these magic gaming consoles with her own wits and own hand- building them is a hobby for her. She is wealthy and influential enough she has no need for commerce, but often presents

these specially modified gaming consoles as rewards to adventurers who have served her interests, especially worthy workers at Benten's Sea Pizza, or anybody who can best her at one of the LAN parties she holds at her phantasmal home on Lake Biwa.

Benten's Console is a specially modified Playstation 3 console. The box is a strange, iridescent greenish-blue plastic with a texture like the scales of a carp. The controllers are made from the same odd, light weight polymer and are ergonomically designed.

If Benten's Console is plugged into a building's electrical system, it provides electrical power, telephone and highspeed wifi (or Mesh, in high tech settings) service for the structure.

Special: This is a Fukujin magic item, dedicated to Benten. See the "Full Fukujin" sidebar.

Construction
Requirements Craft Wondrous Items, creator must have 5+ ranks in Computer Use, *shocking grasp*
Cost 3,000 gp (DC 22)

BENTENS DELIVERY BOW

Aura faint abjuration **CL** 3rd
Slot head **Price** 1,200 gp (DC 18) **Weight** negligible
The Goddess Benten sometimes gives the delivery girls she likes best this huge, fluffy sky-blue silk hair bow as a gift and symbol of luck. The crafty goddess can whip up a few of these bows a night, while watching Netflix.

A good aligned female who wears Benten's Delivery Bow gains a +1 luck bonus on all saving throws, and is treated as being under a permanent *featherfall* effect.

An evil creature who wears or touches this bow receives one temporary negative level, which never causes actual level loss, but cannot be removed until the bow is discarded.

Special: This is a Fukujin magic item, dedicated to Benten. See the "Full Fukujin" sidebar. Only female creatures of a good alignment can benefit from this magic item.
Construction
Requirements Craft Wondrous Items, *sanctuary*, creator must be good aligned
Cost 600 gp (DC 16)

BENTENS HEADPHONES

Aura strong enchantment **CL** 15th
Slot head and headband **Price** 270,000 gp (DC 37)
Weight 2 lbs
These bulky yet ultra-fashionable headphones are made of sea-foam green polymer. The headpiece consists of a pair of transparent plastic tubes, filled with sea water, holding the black vinyl earpieces in place. While wearing Benten's Headphones, the water element makes the wearer more eloquent, making these devices prized by idol singers, DJs and other performers.

A woman who wears Benten's Headphones receives an insight bonus on Perform checks equal to her ranks in Swim, and gains an additional number of rounds of bardic performance per day equal to ½ her ranks in Swim. While wearing Benten's Headphones, the character gains the amphibious special quality, and can use Performances with vocal components underwater normally.

Special: Only females can benefit from this magic item.
Special: This is a Fukujin magic item, dedicated to Benten. See the "Full Fukujin" sidebar.
Construction
Requirements Craft Wondrous Item, *irresistible dance, waterbreathing*, creator must be a bard
Cost 135,000 gp (DC 35)

BENTENS KNEE SOCKS

Aura faint transmutation **CL** 8th
Slot feet **Price** 19,200 gp (DC 28) **Weight** negligible
These tight fitting knee-socks are striped with alternating sea foam blue, white and teal bands, and look dangerously adorable when paired with a short skirt.

While wearing a set of Benten's Knee Socks, a female wearer receives a +4 enhancement bonus to DEX. Treat this as temporary ability bonus for the first 24 hours the Knee Socks are worn. While wearing the Knee Socks, the character receives a +4 competence bonus on Knowledge (pop culture) and Perform (comedy) checks, but speaks in slang, random memes and pop culture references, almost incomprehensible to those less Reddit-obsessed.

Special: This is a Fukujin magic item, dedicated to Benten. See the "Full Fukujin" sidebar. Only female creatures can benefit from Benten's Knee Socks.
Construction
Requirements Craft Wondrous Items, *cat's grace, share langauge*
Cost 9,600 gp (DC 25)

BENTENS STUD

Aura faint divination **CL** 3rd
Slot head **Price** 6,000 gp (DC 24) **Weight** neg.
This silver tongue stud is almost unnoticeable when worn, its affects noticed only in the pleasing softness of the user's speech, and the way her tongue sometimes seems forked, when viewed at just the right angle.

While wearing Benten's Stud pierced through her tongue, a character gains the ability to speak with animals (reptiles and amphibians only) at will as a spell-like ability. The wearer also receives a +2 luck bonus on Diplomacy and Perform (sing) checks if she has spoken with reptiles for at least one hour within the past day.

Special: Only females can benefit from this magic item.

Special: This is a Fukujin magic item, dedicated to Benten. See the "Full Fukujin" sidebar.
Construction
Requirements Craft Wondrous Item, *speak with animals*
Cost 3,000 gp (DC 22)

BINZURU IDOL

Aura faint conjuration **CL** 5th
Slot none **Price** 21,000 gp (DC 28) **Weight** 20-25 lbs
This wooden statue of a Buddhist monk has been lacquered a vibrant red, and stands about two feet high. It depicts Binzuru, a failed yet beloved *bosatsu* who drank too much for his own good, but none the less protects and aids mortals.

A supplicant can touch the Binzuru Idol, usually picking a spot on the statue that corresponds to their own ills. Doing so allows the supplicant to make an immediate Knowledge (religion) check with a +5 insight bonus. The supplicant applies the result as a FORT Save result to end any poison or disease currently afflicting them. If the result is enough for a successful FORT Save, it counts as one of the saves needed to overcome the affliction. A failed check result does no harm.

A particular supplicant can only benefit from touching a specific Binzuru Idol once per day.
Construction
Requirements Craft Wondrous Item*, remove disease*
Cost 10,500 gp (DC 26)

BISHOPS RING

Aura strong abjuration **CL** 10th
Slot ring **Price** 25,000 gp (DC 29) **Weight** negligible
This heavy golden ring is inset with a square cut ruby. Around the gem's setting, a Latin inscription testifies to the wearer's spiritual and political authority, as a bishop of the Church.

Once per day a follower of any Christian religion can kiss the Bishop's Ring. Doing so ends any harmful enchantments, transmutations and curses as if by *break enchantment* cast by a 10th level cleric. However, doing so places a *geas* of the ring's wearer choosing on the supplicant. The supplicant receives no saving throw against the *geas* effect, though the supplicant must freely kiss the ring.

Construction
Requirements Forge Ring, *geas/quest, break enchantment*
Cost 12,500 gp (DC 26)

BLACK DEER OF LONGEVITY

Aura moderate transmutation **CL** 10th
Slot none **Price** 45,000 gp (DC 31) **Weight** 1 lb
This hand sized mahogany statuette of an abstracted, angular deer is lacquered jet black and polished to a mirror sheen.

When placed in a home, business or dwelling, characters in the Venerable age category receive a +4 enhancement bonus to their CON score and are treated as having no maximum age. These benefits are lost if the statuette's owner does not visit the statue's resting place and burn a stick of incense before it at least once every 24 hours.

Special: This is a Fukujin magic item, dedicated equally to Fukurojuku or Jurojin. It counts for either of these deities in constructing the Full Fukujin.
Construction
Requirements Craft Wondrous Items, *bear's endurance*
Cost 22,500gp (DC 29)

BLACK KIMONO

Aura moderate transmutation **CL** 6th
Slot body **Price** 24,000 gp (DC 29) **Weight** 2 lbs
This black kimono is tied with an ebony oni, and bears no pattern. It resembles funeral attire, and is often worn by wealthy parents and still-breathing alumni of the Hanging Academy who have returned to watch the ritual suicide that marks the school's mystical graduation ceremony.

While garbed in the Black Kimono, a living wearer gains many of the qualities of undead. She gains the No Breath racial quality, and receives a +2 enhancement bonus on saving throws against energy drain, disease, poison and death effects. The wearer is healed by negative energy and harmed by positive energy, while the kimono is worn.

Construction
Requirements Craft Wondrous Items, *undead anatomy I*
Cost 12,000 gp (DC 26)

BLISS OUT HEADPHONES

Aura faint abjuration **CL** 3rd
Slot head **Price** 7,200 gp (DC 25) **Weight** 2 lbs
These well-made, designer headphones are made in a chic, modern chrome and black rubber style. They're a little bulky but offer excellent noise-cancellation and sound. The chrome ear phones resemble a smiling face when glimpsed from the side.

While wearing the Bliss Out Headphones, the character receives a +4 bonus on saving throws against bardic magic, sonic effects and sound based or language dependant spells, but suffers a -6 penalty on sound-based Perception checks.

Once per day, the wearer can activate a *Sanctuary* spell, as cast by a 3rd level cleric, but suffers a -10 penalty on sound-based Perception checks while the spell is active.

Construction
Requirements Craft Wondrous Items, *bless, sanctuary*
Cost 3,600 gp (DC 23)

BOSOKUZO'S COMB

Aura faint transmutation **CL** 3rd
Slot none **Price** 8,400 gp (DC 25) **Weight** negligible
When this jet black plastic comb is run through a man's hair, it lengthens and slicks back into a heavily gelled, 1950s style pompadour with an exaggerated, retro/greaser flair.

Running this comb through his hair (a move-equivalent action that provokes attacks of opportunity) grants the user the benefit of the **Serpentine Mane** feat for one minute.

Special: Only males can benefit from this magic item.
Construction
Requirements Craft Wondrous Items, *eagle's splendor*
Cost 4,200 gp (DC 23)

CATGIRL'S BATH KIT

Aura faint conjuration **CL** 4th
Slot none **Price** 12,000 gp (DC 26) **Weight** 2 lbs
This long handled adjustable shower head has a really complex set of controls, decorated with a paw-print motif on the back, pink or pastel purple against white. It can be adjusted to a powerful, throbbing flow or a gentle bath. The Catgirl's Bath Kit must be connected to a sink or shower's water supply to function.

The Catgirl's Bath Kit allows a creature bathed with the shower head an additional FORT Save made to overcome disease or poison at a +4 bonus. In addition, it removes the *fatigued* or *exhausted* condition. The Catgirl's Bath Kit will only benefit Nekomusume, feline Anthros and other cat-like beings; a particular bather can only benefit from this device once per day.

Construction
Requirements Craft Wondrous Items, *lesser restoration*
Cost 6,000 gp (DC 24)

CATGIRLS CATBOX

Aura faint abjuration **CL** 12th
Slot none **Price** 24,000 gp (DC 29) **Weight** 5-10 lbs
This pink plastic sand tray is decorated with tampographed images of chibi catgirls pooping and burying their leavings at a sandy beach. Such catboxes are usually placed in the home's toilet room, directly beside facilities intended for human use.

Once per day, a Nekomusume, feline Anthro or other cat-like being can urinate or defecate into the Catgirl's Catbox to gain its benefit. Doing so is at least one full round action; the Nekomusume can extend this by an additional full round action, up to a maximum of five full round actions. For one hour per full round action (maximum 5 hours/full round actions) the Nekomusume receives a +3 holy bonus on saving throws on spells and effects with the *skatto* descriptor.

Up to three different Nekomusume or feline creatures can use the same Catgirl's Catbox in a single day. No creature can benefit from the Catgirl's Catbox more than once per day.
Construction
Requirements Craft Wondrous Items, *purity of body*
Cost 12,000 gp (DC 26)

CATGIRLS FEEDER

Aura moderate conjuration **CL** 5th
Slot none **Price** 30,000 gp (DC 30) **Weight** 30 lbs
Kind catgirl owners ensure their sex-pets are well fed even when they are away from home. For Nekomusume unable to master modern cooking technology, the Catgirl Feeder is a great alternative. This magical item resembles the ordinary food and water dispensers that nourish ordinary house-pets, but is much larger and decorated with *kawaii* cartoon kitties nibbling on delicacies like steak, whole fresh fish or elaborate deserts.

The Catgirl Feeder can produce enough food and water to sustain up to 15 medium sized creatures per day! Most creatures find the food barely palatable- it looks and tastes much like ordinary catfood. However, Nekomusume and feline Anthros find the food utterly delicious and nearly addictive, full of subtle and ever-changing flavors.
Construction
Requirements Craft Wondrous Items, *create food and water*
Cost 15,000 gp (DC 27)

CATGIRLS NEKO

Aura faint enchantment **CL** 5th
Slot none **Price** 30,000 gp (DC 30) **Weight** 10-15 lbs
This *ero* version of a *Mankei Neko* statue (the white cat with extended paw that decorates the front counter of many Japanese businesses) depicts a white furred catgirl with one paw extended, holding a coin, and the other paw buried in her crotch.

The Cat-Girl's Neko statue radiates an aura that brings luck both to Nekomusume and those who trade in them. Members of the Nekomusume race receive a +1 luck bonus on all saving throws when within 100 ft of a Cat-Girl Neko statue. A Nekomusume who undergoes bed rest or medical treatment within 100 ft of a Cat-Girl Neko recovers HP at double the natural rate.

Anyone attempting to purchase a Nekomusume slave or servant within 100 ft of the statue makes an opposed WILL Save against the seller. If the purchaser succeeds, lower the purchase price by 1d4x10 percent. If the seller succeeds, raise the purchase price by 1d3x10 percent. In either case, both buyer and seller are happy with the bargain, convinced they got the better deal.

D20 Modern Rules: If the purchaser succeeds, lower the Purchase DC of the catgirl by -1d4; if the seller succeeds, raise the Purchase DC by +1d3. In either case, both buyer and seller are happy with the bargain, convinced they got the better deal.

Construction
Requirements Craft Wondrous Item, *glibness*
Cost 15,000 gp (DC 27)

CATGIRL'S SCARF

Aura faint enchantment **CL** 3rd
Slot neck **Price** 3,000 gp (DC 22) **Weight** negligible
This luxuriously soft woolen scarf is a rich, fiery red. When wrapped around the throat of a catgirl, six tiny glowing amber beads of light appear at the fringed end of the scarf. They represent the Scarf's magical benefit, and these little glowing beads disappear as extra rounds of bardic performance are used.

While wearing the Catgirl's Scarf, the character gains Extra Performance as a bonus feat; the scarf must be worn for 24 hours to attune to it before it provides any benefit.

Special: The Catgirl's Scarf can only be worn by a Nekomusume or other feline humanoid.
Construction
Requirements Craft Wondrous Items, creator must be a bard
Cost 1,500 gp (DC 19)

CATGIRL'S WHISTLE

Aura strong conjuration **CL** 11th
Slot neck **Price** 25,500 gp (DC 29) **Weight** negligible
This white plastic child's whistle has a neon-pink tip and emits an ultrahigh frequency tone only audible to felines, certain grades of combat cyborg and oni-spawn.

Once per day the wearer can blow the Catgirl's Whistle to use the spell, *catgirl overload.* In doing so, the user must succeed at a DC 18 FORT Save; failure wastes the daily use of the spell to no effect. If the wielder succeeds on the FORT Save, the spell is successfully cast. However, for every five points by which the wielder beats DC 18, the spell may summon an additional unit of catgirls, to a maximum of five units worth.

Special: As always Nekomusume summon an additional unit of catgirls when using this whistle, and they can summon a maximum of six units, rather than five.

Construction
Requirements Craft Wondrous Items, creator must be a Nekomusume or other feline creature, *catgirl overload*
Cost 12,750 gp (DC 27)

CENTIPEDE BRACELET

Aura moderate abjuration **CL** 7th
Slot wrist **Price** 56,000 gp (DC 32) **Weight** 1 lb
This heavy stone bracelet is carved to resemble a many-legged centipede with a shiny black top and pale jade underside. The centipede's pincers bite its own tail and form the bracelet's lock.

While wearing the Centipede Bracelet, the wearer is protected somewhat from both insects and the dead that the ritually unclean centipedes naturally feed upon. The wearer receives a +2 bonus on FORT Saves against poison and against energy drain, level loss and ability score damage or drain.

Construction
Requirements Craft Wondrous Item, *death ward*
Cost 28,000 gp (DC 29)

CHIBI ROMANCE NECKLACE

Aura faint enchantment **CL** 1st
Slot neck or none **Price** Neck 50 gp (DC 7) No Slot 100 gp (DC 9) **Weight** negligible
Almost every occultist selling enchanted wonders has a handful of these cheap rubber cartoon character necklaces on a shelf somewhere. Each one represents a cute little chibi monster girl epitomizing a particular phylum of supernatural life: a scaly dragon girl with adorable fangs for Dragons, a ghostly, kimono wearing ghoulfriend for Undead, a slime-girl for Oozes, and so on. Different styles and genders for the chibi characters (monster-boys are about half as common as monster-girls) make these items hot occult collectibles.

The wearer receives a +2 competence bonus on sexually oriented Bluff and Diplomacy checks against creatures of the type shown on the rubbery face of the necklace. The more expensive version of this necklace does not occupy a body slot, and is usually worn as a keychain or cellphone fob.

Construction
Requirements Craft Wondrous Items, *glibness*
Cost Neck 25 gp (DC 7) No Slot 50 gp (DC 4)

COINLESS CARD

Aura faint divination **CL** 1st
Slot none **Price** 2,000 gp (DC 20) **Weight** neg.
The Coinless Card is a minor but universally sought piece of modern arcana. It appears as a major company credit card, completely ordinary and mundane. The small plastic credit card is bright crimson, and has a cartoon cat raising its paw, coin in hand as a device. The cat is the same lucky symbol of worldly wealth that Buddhist shopkeepers keep behind their cash registers.

Using the Coinless Card to make a purchase allows the user to purchase any item or service with a Purchase DC of 4 or less automatically, without expending resources or requiring a Wealth Check. (This item allows the user to purchase any non-magical item or service worth 10 GP or less in fantasy settings.) The card is usable as often as needed, summoning otherworldly wealth to allow the user to live comfortably even in the leanest times.

Construction
Requirements Craft Wondrous Item, *prestidigitation, comprehend languages*

COLORFUL HOUSE OF ART

Aura faint transmutation **CL** 5th
Slot none **Price** 12,500 gp (DC 26) **Weight** architectural feature
Some of Black Japan's most talented artists and most skillful occultists live in the strangest houses- colorful and unique in a nation that otherwise prizes conformity. The mystical and architectural modifications to create this magic item become a permanent part of a free-standing home or business. These alterations can enchant a structure up to the size of a 2-3 story private home or small business. The Colorful House of Art is architecturally bizarre, with an eye-catching and well designed paint scheme on the façade. Homes such as this always have a name- printed in neat kanji above the front door that hints at the art practiced within.

Each Colorful House of Art is dedicated to a particular Craft skill, chosen when the House is first constructed. Once per week, when constructing a masterwork quality item of the appropriate craft skill, the home's owner (or one of his allies) may call upon the House's magic. Doing so provides a successful Craft check result equal to the minimum skill check result necessary for success at crafting the item's masterwork component, which is added to the owner's own acquired successes for creating a masterwork item within the home.

The most common Colorful Houses of Art are enchanted to aid in the creation of anime and manga (Craft: visual art), specially enchanted for Black Japan's art community by otaku mages, sometimes as gifts. Other Houses provide assistance with the construction of stories or idol singer hits (Craft: writing). Others might assist with jewelry making, computer or mechanical engineering or high fashion. Forging mystical weapons, especially firearms, within a Colorful House of Art, is virtually unknown.

The Colorful House of Art is a permanent part of the enchanted structure, if the home is dispelled of disjoined, or destroyed by mundane means the enchantment is lost.

Construction
Requirements Craft Wondrous Items, *gallant inspiration, masterwork transmutation*
Cost 6,250 gp (DC 24)

COMMAND COIN

Aura faint divination **CL** 1st
Slot none **Price** 50 gp (DC 5) **Weight** negligible
This heavy gilded coin bears an enameled image of a particular military unit: colorful, patriotic heraldry. Such command coins are often given to members of a particular unit, either on their arrival to, or departure from, the squad.

Each Command Coin is enchanted to affect either a single skill check, melee or ranged attack roll, or category of saving throw. Once this decision is made, the Command Coin always enhances that check. As a free action, the Command Coin's owner can call upon its power to receive a +1 competence bonus on that check, as per the *aid* spell. Any particular Command Coin can be used once per day.

Construction
Requirements Craft Wondrous Items, *aid,* creator must be active duty military
Cost 50 gp (DC 7)

COMMUTERS BICYCLE

Aura moderate conjuration **CL** 9th
Slot none **Price** 3,200 gp (DC 22) **Weight** 10-15 lbs (bike form) negligible (watch form)
This high end *Top End Bicycle* has a glossy, metallic paintjob in an eye-catching color, like cherry red or sunflower yellow, far from the drab grey, skyblue or white bikes common on most Japanese bike racks. A small watch, inset into the front axel post, keeps perfect time.

When a command word is spoken, the Commuter Bicycle's owner can transform the bicycle into a bulky sports watch with several accessories or back to Top End Bicycle form as a full round action. It retains its full Hardness and Hit Points in either form. If destroyed in either form, the magical bicycle is permanently destroyed.

Construction
Requirements Craft Wondrous Items, *secret chest*
Cost 1,800 gp (DC 20)

CLEANSING BATH TOWEL

Aura faint transmutation **CL** 5th
Slot none **Price** 6,500 gp (DC 24) **Weight** 3 lbs
This exceptionally fluffy cotton towel comes in a rainbow of girly, pastel hues. Normally the bath towel (which is always as warm and dry as a late spring day) has no decoration, but occasionally, a silk decoration, resembling some suit of clothes or another, appears in the center of the towel.

The towel's owner can rub their body with the towel, cleansing them via *prestidigitation.* If the owner is wearing any form of clothing or armor, they can remove it, transferring the armor or clothing into a pattern on the towel. Storing or retrieving stored clothing or armor, in which case the item appears on the wearer's body, is a standard action. While stored on the towel, stored armor or clothing is for all intents and purposes, a cloth patch, and if the towel is destroyed or lost, so is the stored items. Only one suit of clothing or armor may be stored in this manner.

Construction
Requirements Craft Wondrous Items, *disguise self, rope trick*
Cost 3,250 gp (DC 22)

CONVENIENT YATAI

Aura strong universal and conjuration **CL** 13th
Slot none **Price** 213,200 gp (DC 37)
Weight 200 lbs (aprox.)
This wood paneled food cart looks like any of the hundreds of others crisscrossing Tokyo's back streets and shopping districts; a two wheeled wooden cart containing a mini-fridge and tiny fryer, powered by a small battery or generator, pushed by a low-budget chef with dreams of independence and no desire to be a salariman. Of course, the Convenient Yatai has the power to make a working man a millionaire by selling the little, everyday things that Black Japan's businessmen need.

The Convenient Yatai can produce any mundane item worth up to $20 or 20gp /aprox 2000 yen (Purchase DC 4) from one of its wood paneled drawers. Usually, the owner pulls out bottles of soda, beer, water, cups of hot noodles, meat skewers or other convenience store items. Once per day, the Convenient Yatai can produce a *Hero's Feast* to benefit up to 20 individuals, though the food takes the form of 'street food' like *yakisoba*, *kakigōri*, *takoyaki*, and *okonomiyaki*.

Construction
Requirements Craft Wondrous Item, *limited wish, hero's feast*
Cost 106,600 gp (DC 34)

COSMIC TIGHTS

Aura faint abjuration and transmutation **CL** 5th
Slot boots **Price** 48,000 gp (DC 31) **Weight** neg
These sheer black thigh high tights are decorated with rainbow colored five pointed stars that shimmer in the light. Dancers and athletes prize these showy tights, because they grant agility as well as protect from cosmic forces.

While wearing the Cosmic Tights, a character benefits from the Lightning Reflexes feat; if they already have Lightning Reflexes, they receive Improved Lightning Reflexes instead. Additionally, the wearer gains Force Resistance 10; anytime the tights protects the wearer from Force damage, the stars flare and spark dramatically, and change colors.

Construction
Requirements Craft Wondrous Item, *resist energy, haste*
Cost 24,000 gp (DC 29)

COSPLAYER'S BANGLE

Aura faint illusion **CL** 3rd
Slot neck **Price** 1,200 gp (DC 18) **Weight** neg.
This bulky brooch looks like cheap costume jewelry in its natural state- obviously fake, but still amusing in an ironic way. The Cosplayer's Bangle is a must for modern adventurers and samurai who want to carry their weapons hidden in plain sight.

Once per day, you can command the Cosplayer's Bangle to disguise you and your equipment as a standard action. For up to six hours, or until you remove the Bangle, your gear and any inhuman features take on the appearance of cheaply constructed cosplay props. This spell won't hide a sword or a shotgun per say, instead viewers see the weapons as harmless Nerf or foamcore props. Your appearance changes to that of a currently popular anime or manga character, or some other geeky icon.

If you take direct hostile action, those interacting with you or observing the action are allowed a WILL Save to break the effect.

Construction
Requirements Craft Magic Arms and Armor*, disguise self*
Cost 600 gp (DC 16)

COSPLAYERS MASK

Aura faint illusion **CL** 3rd
Slot head and eyes **Price** 1,200 gp (DC 18)
Weight negligible
This latex mask resembles the stylized, big-eyed and small mouthed features of an anime cutie. A wig in fluorescent colors and elaborate, unlikely style frames the heart shaped, cheerful and sprightly face mask. Such masks are usually worn with full cosplay garb.

A character who wears the Cosplayer's Mask receives a +5 bonus on all CHA based skill checks (except for Intimidate) against Doujinishi and characters with the Otaku cultural template. While wearing the mask, the character receives a +1 luck bonus on WILL Saves against illusion and compulsion effects.

Construction
Requirements Craft Wondrous Items, *disguise self*
Cost 600 gp (DC 16)

CRAVE! REFRIGERATOR

Aura moderate conjuration **CL** 5th
Slot none **Price** 30,000 gp (DC 30) **Weight** 200 lbs
This sleek black refrigerator has an ultra-modern look and bears the Crave! corporate logo- an anime angel eating a big piece of cake, outlined in gold just above the ice maker.

The Crave! Refrigerator constantly refills itself with basic, simple food and clean ice or ice water The food is fairly basic fare, the sort of groceries a lower middle class family would probably buy. The food decays at the normal rate. In addition, once per day, the owner can speak the name of a specific dish or brand of drink (from a fat Angus steak to fresh strawberries to *Sapporo Beer* in a glass bottle) and the desired item will appear in the refrigerator…..fulfilling the craving. The Crave! Refrigerator cannot create special or magical food or drink.

Construction
Requirements Craft Wondrous Item, *create food and water*
Cost 15,000 gp (DC 27)

DAIKOKUS RING OF FORTUNE

Aura strong universal **CL** 13th
Slot ring **Price** 182,000 gp (DC 36) **Weight** neg.
This smooth silver ring depicts mice nibbling at a full bag of rice, and could easily be mistaken for a wedding ring. The hungry rats symbolize a lack of concern for material wealth- after all, there'll always be more rice.

While wearing Daikoku's Ring of Fortune, a person's fortunes and financial resources are maximized. While wearing this ring, a character can purchase items with a Purchase DC of up to 18 without automatically reducing their Wealth bonus.

Special: This is a Fukujin magic item, dedicated to Daikoku. See the "Full Fukujin" sidebar.
Construction
Requirements Forge Ring, *limited wish*
Cost 91,000 gp (DC 33)

DAKINITEN STAFF TIE

Aura faint transmutation **CL** 3rd
Slot neck **Price** 6,600 gp (DC 24) **Weight** negligible
When worn by a Kitsune in human form, this fine silk necktie is patterned with subtle golden X or cross-shaped marks. These ties are worn by all of the most trusted partners and senior interns at the Dakiniten Legal Assistance Clinic, especially when they're pleading for a client's life in court. When a Kitsune wearing this necktie shifts to her fox form, the necktie becomes a traditional bright red bib, similar to those worn by fox-Inari statues throughout Japan.

While worn by a Kitsune in human form, the Dakiniten Staff Tie provides a +5 competence bonus on Diplomacy checks made in a court of law or other formal, legal situation, and a +5 competence bonus on Knowledge (civics) checks.

While worn by a Kitsune in fox form, the Dakiniten Staff Tie sharpens her senses, providing her Darkvision 30 ft, as well as a +4 competence bonus on Perception checks.

Special: Only Kitsune can benefit from this magic item.
Construction
Requirements Craft Wondrous Items, *fox's cunning,* creator must be Kitsune
Cost 3,300 gp (DC 22)

DAIKOKUS WORK HAMMER

Aura strong transmutation **CL** 9th
Slot none **Price** 90,000 gp (DC 33) **Weight** 2 lbs
This wooden mallet is made from old, heavy wood, blackened with age and hard use. A faint 'smiling' face appears naturally in the mallet's wood grain, and the handle is wrapped with interleaved black and brown leathers.

Daikoku's Work Hammer allows a wielder to produce traditional Japanese crafts, in traditional manner, with both incredible speed and precision.

If Daikoku's Work Hammer is used in Craft checks made to earn a living, multiply the GP result by 10. If Daikoku's Work Hammer is used to produce an item, do not multiply the item's cost by 10 to determine crafting time. In effect, use the item's GP cost to determine crafting time.

Daikoku's Work Hammer can only be used to assist in craft checks made to produce low-tech, traditionally Japanese items from the early 18th century or earlier. High tech skill kits or assistance cannot be used on any craft check enhanced by this magic item. Thus, this magic item could be used to carve a wooden *netsuke,* assemble a suit of samurai armor, forge a *tanto* or assemble a wooden fishing boat, but not to forge a 9mm Beretta or build a custom gaming computer.

Special: This is a Fukujin magic item, dedicated to Daikoku. See the "Full Fukujin" sidebar.
Construction
Requirements Craft Wondrous Item, *fabricate*
Cost 45,000 gp (DC31)

DARK SAKURA LANTERN

Aura strong transmutation **CL** 14th
Slot none **Price** 39,200 gp (DC 38) **Weight** 3 lbs
This paper lantern's warm red and gold colors quickly fade when a flame is lit inside. The flame itself becomes ice, crawling across the lantern's surface. Within seconds, the entire lantern is covered in a thin sheen of white ice, and it radiates cold.

The Dark Sakura Lantern can be lit once per day as a full round action. Doing so casts *Blood, Snow and Blossoms,* on a 60 ft radius centered on the lantern itself. The effect lasts for 7 plus 1d6 minutes, before the icy flame is extinguished.

Construction
Requirements Craft Wondrous Items, *blood, snow and blossoms*
Cost 19,600 gp (DC 28)

DOUJINISHI'S TIE

Aura faint divination **CL** 3rd
Slot neck **Price** 2,400 gp (DC 21) **Weight** negligible
This striped blue and black necktie is much like the ones worn by students across Japan, but when a Doujinishi nears, a bright, eye-catching emblem, usually taken from a currently popular anime, appears on the silk.

If the wearer merely comes within 60 ft of a Doujinishi, a colorful emblem appears on the tie, hinting at whatever fantasies created that particular Doujjinishi. If more than one Doujinishi is present, the colors are noticeably brighter and more vibrant. The wearer gains a +2 competence bonus on Diplomacy checks against Doujinishi characters.

Construction
Requirements Craft Wondrous Items, *detect magic*
Cost 1,200 gp (DC 18)

EBISUS RING OF TRUTH

Aura faint enchantment **CL** 3rd
Slot ring **Price** 2,400 gp (DC 21) **Weight** negligible
This jade ring takes the form of three carved carp, each biting the other's tail. Colors range from a rich green to a pearly white on the fins and tail.

While wearing this ring, the character receives +6 bonus on Sense Motive checks. Once per day per three character levels, the character can roll 2d20 and take the better result on a Sense Motive check. The character must declare the use of this ability prior to rolling the check.

Special: This is a Fukujin magic item, dedicated to Ebisu. See the "Full Fukujin" sidebar.

Construction

Requirements Forge Ring, *zone of truth*

Cost 1,200 gp (DC 18)

ECCENTRIC DVD

Aura faint illusion **CL** 1st

Slot none **Price** 150 gp (DC 11) **Weight** negligible

Eccentric DVDs can be found for sale at both magical and mundane markets. Outwardly, it looks like a bootleg DVD in a slimline plastic case; the cover art looks a crudely Photoshopped movie poster that gets more than a few aspects of the movie wrong.

Each sunset the DVD's contents and odd cover art change. It becomes a new, randomly chosen film, probably something currently in theaters, but occasionally something older or more obscure.

Construction

Requirements Craft Wondrous Item, *silent image,* creator must be chaotic

Cost 75 gp (DC 8)

ENCYCLOPEDIA OF THE BLACK ELSE (MULTIPLE VOLUMES)

Aura faint divination **CL** 5th

Slot none **Price** 20,000 gp (DC 28) Weight 2-3 lbs (per volume)

The Encyclopedia of the Black Else is a comprehensive, exactingly researched reference library detailing the creatures, magic, horrors and wonders of the three realms: the Earth Realm, the Tatakama, and the Black Else. These heavy, hardback tomes are bound in vermillion leather the same shade as that found on a torii gate.

There are multiple copies of each volume, and varying editions of each in circulation. Some date to the early 1800s, others were printed as recently as last week, with the slick, modern graphic design of circa-2017 textbooks.

Each volume of the Encyclopedia of the Black Else provides the possessor with a +10 competence bonus on any individual Knowledge skill, provided the Encyclopedia is referenced.

Once per day, the Encyclopedia's possessor can cast *identify.*

Multi-Volume Effects

If multiple volumes of the Encyclopedia are possessed, the divinatory effects of the Encyclopedia increase.

- Owning 2-10 volumes increase the caster level by +1 per additional volume possessed to a maximum CL 13th.
- If the owner holds 10+ volumes, she can cast *legend lore* 1x/day in addition to identify.

Construction

Requirements Craft Wondrous Items, creator must possess 10 ranks in the associated skill, *identify*

Cost 10,000 gp (DC 26)

ENIGMA CLASP

Aura faint enchantment **CL** 5th

Slot neck **Price** 6,000 gp (DC 24) **Weight** negligible

This hammered steel cloak clasp is usually worn around the neck, and is laser cut to proudly display the elemental symbol of one of ????'s five competing new ninja clans: a crashing wave (water), a bamboo leaf (wood), a sphere of flame (fire), an anvil (steel) or an empty circle, representing Void

Three times per day, the wearer can clutch the Enigma Clasp and affect all creatures within 10 ft who can clearly see her as if by *memory lapse*. While wearing the Enigma Clasp, the character receives a +2 competence bonus on Combat Maneuver checks made to Steal.

Construction

Requirements Craft Wondrous Item, *memory lapse, prestidigitation,* creator must be of the ninja caste

Cost 3,000 gp (DC 22)

ENLIGHTENMENT FACE

Aura faint enchantment **CL** 1st

Slot head **Price** 2,000 gp (DC 20) **Weight** ½ lb

The Enlightenment Face is an old Chinese burial mask, made of red enameled porcelain, carved in the image of a serene, seemingly genderless Asian face, eyes half closed in contemplation.

Wearing the mask provides a potent defense against the mental invasions of Oni and undead. The wearer receives a +4 enchantment bonus on WILL saves made to resist the effects caused by creatures with the Outsider or Undead types.

Construction

Requirements Craft Wondrous Item, *aid*

Cost 1,000 gp (DC 17)

EYE PATCH, ARMORY OF STEEL

Aura faint abjuration **CL** 3rd
Slot eyes **Price** 2,000 gp (DC 20) **Weight** negligible
This eye patch is a thin sheet of hammered, riveted metal bound to black leather cords. It looks heavier than it wears.

While wearing the Armory of Steel Eye Patch, the equipment bonus to AC provided by any primarily metal form of armor increases by +1, but the armor's arcane failure chance also increases by 10%.

Construction
Requirements Craft Wondrous Items, *shield of faith*
Cost 1,000 gp (DC 18)

EYE PATCH, BROKEN DOLLS

Aura faint transmutation **CL** 3rd
Slot eyes **Price** 1,500 gp (DC 19)
Weight negligible
This white cotton eye patch looks ordinary and smells of hospital anapestic. While wearing the Broken Doll's Eye Patch, the character gains the Broken Doll trait.

Construction
Requirements Craft Wondrous Items, *eagle's splendor*
Cost 750 gp (DC 17)

EYE PATCH, DODOMAS

Aura very faint divination **CL** 1st
Slot eyes **Price** 2,600 gp (DC 21) **Weight** negligible
This black eye patch is accented with red silk, and is worn at a rakish angle on one of a Dodoma's cranial eyes, usually over a perfectly healthy eye. For a race with a thousand or more eyes at its disposal, this does not impede vision in the slightest.

The effective range of the Dodoma's *thieving instinct* racial becomes 30 ft, and the Dodoma receives a +4 competence bonus on Appraise checks while the Dodoma's Eye Patch is worn. Non-Dodoma receive no benefit from wearing this eye patch.

Construction
Requirements Craft Wondrous Items, *detect secret doors,* creator must be Dodoma
Cost 1,300 gp (DC 18)

EYE PATCH, KENJITSU

Aura faint transmutation **CL** 3rd
Slot eyes **Price** 1,200 gp (DC 18) **Weight** negligible
This simple black cloth eye patch fills the wearer with a fighting spirit and mental focus to rival the greatest heroes in the history of the samurai.

While wearing the Kenjitsu Eye Patch, the character is treated as possessing the Quick Draw feat with all katana and wakazashi.

Construction
Requirements Craft Wondrous Items, *expeditious retreat*
Cost 600 gp (DC 16)

EYEPATCH, NEW HOLE

Aura faint necromancy **CL** 5th
Slot eyes **Price** 2,800 gp (DC 23) **Weight** negligible
Donning this pale green medical eyepatch, with an inverted cross in red at the center, is painful. The eye beneath rips open, and the wound never heals as long as they eyepatch is worn. The wound becomes an ero-guro compromise between a bleeding puncture wound and a girl's aroused vulva. Occasionally, blood dribbles from beneath the greenish gauze. The gauze can be pushed aside, to reveal the bleeding orifice replacing the eye socket, without ending the transformation.

While wearing the New Hole Eyepatch, the wearer is treated as possessing the *Painted with Seed* feat, gained as a bonus feat.

The wearer gains a new option for that feat. Accepting semen into the patched, bleeding eye grants the creature the benefit of either a constant *see invisibility* effect for the duration, or a new ranged attack form for the duration.

- Spray of superheated blood (1d4 acid+1d4 fire, 20/x2, 50 ft max range, no range increment)

Each time the wearer makes a spray of superheated blood attack with the patched eye, he or she suffers 1 point of damage. The wearer must wear the New Hole Eyepatch continually for 24 hours to attune to it, before its magic activates. If removed, all *Painted with Seed* effects immediately end. Once the eye patch is removed, the missing eye instantly regenerates and returns to full function.

Similar Items
The ***Torn and Tattered Toy*** is a large, heavy child's stuffed animal missing the right eye. Where a dull button eye should be, there is only a gaping rip dripping stuffing and bloody cotton. The *Torn and Tattered Toy* weighs 4 lbs and occupies no item slot. This variant magic item has the same costs and construction requirements as the *New Hole Eyepatch*.

Carrying or being in proximity to the Torn and Tattered Toy activates the item's magic, seemingly destroying one of the user's eyes. If the owner is out of physical contact with the Torn and Tattered Toy for more than one minute at a time, the effect ends, and the owner must again attune to the item.

Construction
Requirements Craft Wondrous Items, *bleed,* creator must possess the Painted with Seed feat
Cost 1,400 gp (DC 21)

EYE PATCH, SUEKEBANS

Aura faint transmutation and chaos **CL** 3rd
Slot eyes **Price** 6,000 gp (DC 24) **Weight** negligible
Rather than a true eye patch is this a wad of white cotton wrapped around one side of the head, held in place with tightly tied strips of black or navy cloth torn from a school uniform.

While wearing the Suekeban's Eye Patch, the character gains Power Attack and Improved Dirty Trick as bonus feats.

Special Only female characters of a chaotic alignment may benefit from this magic item.
Construction
Requirements Craft Wondrous Items, *bull's strength*
Cost 3,000 gp (DC 22)

FETISH STOCKINGS

Aura faint enchantment **CL** 1st
Slot feet **Price** 3,250 gp (DC 22) **Weight** negligible
These silky black knee high stockings wrap a woman's feet in allure and raw sexuality. While wearing Fetish Stockings, the character receives a +10 competence bonus on Perform (sexual) checks involving her feet.

Similar Items
A wide variety of similar enchanted fashions exist, from *fetish bras* (body slot) that enhance breast-play, *fetish panties* (belt slot) specifically designed to appeal to ass lovers and myriad other fetish-wear items. There's even a *fetish latex mask* (head slot) that conceals everything on a woman save her pretty eyes and loving lips, for mouth-play enthusiasts.

All these items have similar costs and construction requirements.
Construction
Requirements Craft Wondrous Items, *quick cum* or *stunning orgasm*
Cost 1,625 gp (DC 20)

FISHERMANS STONE

Aura faint conjuration **CL** 1st
Slot none **Price** 2,000 gp (DC 20) **Weight** 1 lb
This mottled blue, green and white stone is smooth to the touch and always seems moist, no matter how long it has been since it was pulled from the sea. Fishermen sometimes find stones like this hauled up in their nets, and they become useful magical artifacts. Even in modern Japan, lucky fishermen or whalers still might discover one of these oval rocks.

A character who keeps the Fisherman's Stone in their home or aboard their boat, and sacrifices a bottle of sake every few weeks to it, will have good luck on the waters. The character receives a +1 luck bonus on Swim checks, Drive/Pilot checks to steer watercraft, and Survival checks made to catch fish or survive at sea.

Special: This is a Fukujin magic item, dedicated to Ebisu. See the "Full Fukujin" sidebar.

Construction

Requirements Craft Wondrous Item, *summon nature's ally I*

Cost 1,000 gp (DC 17)

FOX CAPE

Aura faint transmutation **CL** 3rd

Slot shoulders **Price** 6,000 gp (DC 24) **Weight** 1 lb

This short, wool cape is dyed a vibrant red, and is similar to the ceremonial bibs worn by stone fox statutes at Inari shrines throughout Black Japan.

While wearing the Fox' Cape, a character receives a +2 luck bonus on REF Saves, and receives a +5 insight bonus on Acrobatics checks made to move through an enemy's space. The Fox's Cape retains its powers and appearance when a Kitsune changes shape using her *four footed trickster racial quality*, wild shape, or similar abilities.

Construction

Requirements Craft Wondrous Items, *expeditious retreat*

Cost 3,000 gp (DC 22)

FOX FUR

Aura faint transmutation **CL** 5th

Slot head **Price** 2,500 gp (DC 21) **Weight**

This silky, silvery fox fur is worn woven into a Kitsune's hair long hair, providing an eye catching accessory in her two-legged form. When the Kitsune takes fox form, the Fox Fur appears as a vibrant silver streak along her flanks.

While a Kitsune wearing this magic item remains in fox form, she receives a +1 natural armor bonus to AC per five character levels.

Construction

Requirements Craft Wondrous Items, *beast shape I,* creator must be Kitsune

Cost 1,250 gp (DC 19)

FOXY HELMET

Aura strong transmutation **CL** 9th

Slot head **Price** 18,000 gp (DC 28) **Weight** 3 lbs

This white plastic, full-face motorcycle helmet includes a pair of decorative fox ears atop the helmet's crown, and a pair of carved and painted fox eyes just above the mirrored black face-shield. It looks hip, stylish and very, very expensive.

Once per day, while touching any motorcycle (or similar vehicle, such as a hover-bike in a futuristic setting), the Foxy Helmet's wearer can command the motorcycle to animate. The motorcycle under goes a startling transformation- bathed in silver and golden light, it becomes a powerful, enormous kitsune-like monster. Use the statistics for a Foo Lion (Bestiary 3), which obeys the helm's wearer unquestioningly.

The Foo Lion serves the helm's wearer for up to three minutes, or until slain. If slain in Foo Lion form, it returns to its motorcycle form and gains the broken condition.

If the helm's wearer is piloting the motorcycle when it transforms, the resulting Foo Lion receives a +4 circumstance bonus to its Initiative score and is considered to be making a charge for its first attack of the encounter. However, the helm's wearer must succeed on a DC 18 Acrobatics check, or suffer 2d6 falling damage and be knocked prone. On a success, the helm's wearer appears adjacent to the Foo Lion.

Construction

Requirements Craft Wondrous Items, *polymorph*

Cost 9,000 gp (DC 25)

FUGEN CELLPHONE

Aura overwhelming transmutation **CL** 15th

Slot Price 210,000 gp (DC 37) **Weight** neg.

This seemingly ordinary cellphone is only distinguished from other smartphones by the golden elephant logo embossed on the black case. It functions as an ordinary smartphone with all the expected features and ability to make calls virtually anywhere on the planet, regardless of local cellular infrastructure.

More importantly, by dialing a special number as a full round action, the user gains the ability to call the storm. You gain the ability to *Control Weather* as a 15th level druid, affecting an area up to 3 square miles.

Unlike the conventional Control Weather spell, it requires only a full round action to activate the effect, and a further full round action (a text message to the heavens) to change weather conditions. Weather conditions manifest one minute after your text. Unlike the spell, you cannot create a heat wave or hot weather with the Fugen Cellphone. The Fugen Cellphone can be used to *control weather* as often as once per 24 hours, but never within 12 hours of a previous usage.

Construction
Requirements Craft Wondrous Item, *control weather,* creator must be a druid or other natural spell caster or an Ainu
Cost 105,000 gp (DC 34)

GILGAMESH CIRCLET

Aura faint transmutation **CL** 3rd lesser 7th greater
Slot head **Price** 6,500 gp (DC 24) lesser 13,000 gp (DC 27) greater **Weight** negligible
This futuristic plastic head band is accented by pale indicator lights. Two tear-dropped shaped protrusions rise from either side of the wearer's forehead almost like mechanical animal ears. A small, bright indicator glows at the center of each protrusion. The color of the GILGAMESH Circlet displays its purpose and the spells used to create the item.

- *Bear's Endurance* – white plastic, blue indicator lights
- *Bull's Strength* – purple plastic, green indicator lights
- *Cat's Grace* – red plastic, orange indicator lights

While wearing a GILGAMESH Circlet a Summoner with a bipedal Eidolon augments that Eidolon's physical abilities. The Eidolon receives a +2 inherent bonus to either its STR, DEX or CON scores, depending on what spell was used to create the magic item if wearing a Lesser GILGAMESH Circlet. A Greater GILGAMESH Circlet instead provides a +4 inherent bonus to the ability score.

Construction
Requirements Craft Wondrous Items, either *bear's endurance, bull's strength, or cat's grace*, creator must be a Summoner
Cost 3,250 gp (DC 22) lesser 6,500 gp (DC) greater

GOGGLES, GENKI

Aura faint enchantment **CL** 1st
Slot eyes **Price** 2,000 gp (DC 20) **Weight** 1 lb
These square cut goggles are made from a kind of weird orange plastic that occasionally looks like pure reflective silver in the right light.

While wearing Genki Goggles, the character rolls twice on WILL Saves against feat and takes the better result. If the wearer succumbs to a fear effect, she can destroy the Genki Goggles as an immediate action to instantly end the effect.

Construction
Requirements Craft Wondrous Items, *remove fear*
Cost 1,000 gp (DC 18)

GOGGLES, GHOST SIGHT

Aura faint divination **CL** 3rd
Slot eyes **Price** 14,200 gp (DC 27) **Weight** 2.5 lbs
Ghost Sight Goggles seamlessly integrate technology and magic. A pair of military night vision goggles are enhanced by the addition of runic symbols and blessed lenses inserted into the system. Ghost Sight Goggles are standard field equipment for most of Black Japan's elite demon hunters.

In addition to functioning as a mundane pair of **night vision goggles**, Ghost Sight Goggles provide the wearer with a permanent *See Invisibility* effect. Invisible creatures appear in shades of green, black and white while viewed through the Ghost Sight Goggles. Once per day, the wearer of the Ghost Sight Goggles can cast *Identify* as a 3rd level wizard.

Creatures who have been within 5 ft of any Outsider within the previous hour are surrounded with a faintly glowing greenish aura when viewed through the Ghost Sight

Goggles, though no further information is provided.

Construction
Requirements Craft Wondrous Item, *identify, see invisibility*
Cost 7,100 gp (DC 25)

GOGGLES, HONEST STUDENTS

Aura faint transmutation **CL** 4th
Slot eyes **Price** 1,800 gp (DC 20) **Weight** negligible
Honest Student's Glasses have thick plastic frames that are a little too bulky to be truly fashionable and squared lenses. The frames are either a striking black or a cartoonishly bright color of plastic.

While wearing Honest Student's glasses, the character gains a +1 competence bonus on any trained Knowledge check. If the wearer succumbs to any enchantment or illusion effect while wearing the glasses, she can choose to sacrifice the glasses. Doing so is an immediate action that destroys the glasses, but prevents the wearer from being affected by the effect.

Construction
Requirements Craft Wondrous Items, *fox's cunning*
Cost 900 gp (DC 17)

GOGGLES, SCHOOL EVENINGS GLASSES

Aura moderate transmutation **CL** 8th
Slot eyes **Price** +2 bonus - 4,000 gp (DC 23) +4 bonus – 16,000 gp (DC 27) +6 bonus – 36,000 gp (DC 30)
Weight negligible
These slim-line oval spectacles have thin golden frames and magnify the eyes beneath fetchingly. They are beloved by love sick students at Black Japan's many magical academies.

While wearing School Evening Glasses, the wearer receives an enchantment bonus to their INT score; they may use their INT modifier rather than their CHA modifier for sexually oriented Diplomacy checks. The bonus provided is treated as a temporary ability bonus for the first 24 hours the School Evenings Glasses are worn.

Construction
Requirements Craft Wondrous Items, *fox's cunning*
Cost +2 bonus - 2,000 gp (DC 20) +4 bonus – 8,000 gp (DC 25) +6 bonus – 18,000 gp (DC 28)

GOGGLES, SONADA

Aura faint transmutation **CL** 3rd
Slot eyes **Price** 2,400 gp (DC 21) **Weight** negligible
These polarized, yellow-tinted shooting glasses are similar to the ones worn on firing ranges and at firearms competitions throughout the world.

While wearing these goggles, the wearer can call upon their magic as an immediate action. Doing so either acts as *reload* or *clear jam* which benefits any firearm the wearer is currently wielding. Each time the Sonoda Goggle's power is called upon, one of the lenses shatters, as if struck by a bullet. If only one lens is shattered, the Sonoda Goggles repair themselves by the following dawn. However, if the second lens is shattered, the Sonoda Goggles are destroyed.
Construction
Requirements Craft Wondrous Items, Personal and Advanced Firearms Proficiency, *reload, clear jam*
Cost 1,200 gp (DC 18)

GOGGLES, STORM GLASSES

Aura moderate evocation **CL** 5th
Slot eyes **Price** 2,300 gp (DC 21) **Weight** negligible
These round, fashionable eye glasses have a copper frame, and occasionally crackle with static electricity or make the wearer's hair stand on end randomly.

While wearing Storm Glasses, all the wearer's successful ranged weapon attacks, including spells requiring an attack roll inflict an additional +1 point of electrical damage. This stacks with damage produced by weapons that inflict electrical base damage, as well as weapons with the *shocking* or *shocking* burst property or similar properties.

Construction
Requirements Craft Wondrous Items, *call lightning* or *lightning bolt*
Cost 1,150 gp (DC 18)

GORYOHIMES LAPTOP

Aura strong divination **CL** 9th
Slot none **Price** 19,000 gp (DC 28) **Weight** 1 lb
This slim, black laptop has a glassine sheen, and the outer case is emblazoned with an intricate tree logo, which glows white as the moon when the laptop is powered up. The Goryohime's Laptop is an impressive work computer with a touch screen and just about every feature that a modern computer user could ever want. It is powered by the cutting edge (and utterly non-standard) TreeBranch 1.08 OS, coded by Goryohime programming students.

It is considered a +5 upgraded laptop for mundane Computer Use checks.

In addition, once per week the Goryohime's Laptop can be used to cast contact other plane. When used in this manner, the user can only choose from the following options:

- Contact Negative Energy Plane
- Contact Astral Plane
- Contact Outer Plane, greater deity (The Great Tree her/ itself)

All these planes have special connection to the Goryohime race. Increase the odds of getting a truthful answer by +10% of all questions asked concerning Goryohime.

Construction
Requirements Craft Wondrous Item, *contact other plane,* creator must possess 5 ranks in Computer Use
Cost 9,500 gp (DC 25)

GORYHOHIMES TIARA

Aura moderate conjuration **CL** 9th
Slot headband **Price** 90,000 gp (DC 33) **Weight** 1 lb
This heavy golden tiara mounts an impressive round jade gem. The golden tiara is comprised of thick, rope-like woven gold strands. While wearing the tiara, a woman's hair seems to billow and swirl in a phantom breeze.

The Goryohime's Tiara teaches girls the beauty of suffocation, and trains them to view death by strangulation as pleasure, not something to be feared. While wearing the Tiara, a character who is suffocating can act normally for 5 rounds before needing to make FORT Saves to hold her breath or begin suffocating. However, during this time, the character still feels the effects of suffocation, though these sensations impose no game-play effects.

Furthermore, anytime the character would become unconscious or die due to suffocation, rather than suffering this effect, the character may choose to die willingly. The character returns to life 2d4 rounds later as a Guryohime without suffering level loss.

Special: Only human females can benefit from this magic item.
Construction
Requirements Craft Wondrous Item, *raise dead* creator must be a Goryohime
Cost 45,000 gp (DC 31)

GYNOPHAGIC SERVING BOAT

Aura moderate transmutation **CL** 9th
Slot none **Price** 90,000 gp (DC 33) **Weight** 22 lbs
This cruel, wicker serving boat is large enough to hold the beautiful presented torso of a captive victim, destined to be devoured alive by Black Tokyo's oni lords and ladies. The Gynophagic Serving Boat is shaped like a simple canoe. When presented for a banquet, the squiring torso of a helpless man or woman is served with seasonal fruits, vegetables, and steaming bowls of rice.

When a humanoid creature of size Medium or smaller is placed in the Gynophagic Serving Boat, she is affected by a *baleful polymorph,* which does not offer a saving throw. It requires a successful combat maneuver check to place an unwilling victim in the Serving Boat. The victim's extremities vanish, ending in smooth flesh, as if no limb had ever grown there. If the victim is removed from the Serving Boat while still alive, their limbs reappear as they leave it confines. The Serving Boat has sides too wide and tall for a limbless victim to squirm free of under their own power under normal circumstances.

If the victim is slain and then removed from the Serving Boat, their freshly severed limbs (as if removed by butchery) reappear at the bottom of the serving boat.

Construction
Requirements Craft Wondrous Items, *baleful polymorph,* creator must either be evil or have the Supernatural Chef or Gynophiliac Chef starting talent
Cost 45,000 gp (DC 31)

HARIANAGOS VEIL

Aura strong necromancy **CL** 13th
Slot head **Price** 114,400 gp (DC 34) **Weight** negligible
This black lace veil is wound around the head, throat and draped over the face of the wearer, as if she is in perpetual mourning. The veil stinks faintly of earth and blood.

While wearing the Harianago's Veil, the character is under the effects of *strangling hair,* and may use her hair to grapple. Once per day, while grappling a victim with her hair, the wearer may affect a target as if by *finger of death.* Doing so is a swift action. The target makes both a FORT Save and a Combat Maneuver check to resist the finger of death's effect, and takes the worse of the two results.

Construction
Requirements Craft Wondrous Items, *finger of death, strangling hair*
Cost 57,200 gp (DC 32)

HEAVEN DISK

Aura strong divination **CL** 10th
Slot none **Price** 26,000 gp (DC 29) **Weight** 20 lbs
The Heaven Disk is a small satellite dish receiver, not much different than any of the thousands of similar devices pointed skyward from every Tokyo apartment tower balcony. The device is painted with a bright vermillion ring around the outer edge, and a golden sacred rune in the center. Occasionally, the Heaven Disk sparks with fox fire, especially on cold evenings.

In addition to working as the best satellite TV receiver imaginable, the Heaven Disk allows the owner to tune to the frequency of the heavenly realms. Once per night, the owner receives the benefit of a *Commune* spell that offers 10 questions. Answers are revealed as single frames of video frozen on the screen.

Construction
Requirements Craft Wondrous Items, creator must be a Kami*, commune*
Cost 13,000 gp (DC 27)

HIDETAKE'S BLOOMERS

Aura faint necromancy **CL** 1st
Slot belt **Price** 2,200 gp (DC 20) **Weight** negligible
These white men's briefs have an embroidered golden bell on the buttocks, in remembrance of the story of Hidetake, who became a wealthy entertainer after the gods blessed him with musical flatulence.

The comically drawn out, musical farts the wearer produces while he dances provide him with a +5 enhancement bonus on Perform (comedy) and Perform (dance) checks. However, if the wearer rolls a natural 1 on any Perform check while wearing Hidetake's Bloomers, he is affected as by *vacate bowels.*

Construction
Requirements Craft Wondrous Item, *vacate bowels*
Cost 1,100 gp (DC 18)

HIROSAKI'S BALL CAP

Aura moderate transmutation **CL** 5th
Slot head **Price** 7,000 gp (DC 24) **Weight** negligible
This cheap-looking baseball cap has a pair of long rubber tendrils (complete with fake sucker!) hanging like flaps over the wearer's ear. Most have colorful kanji lettering announcing the name of some obscure (and squid-themed) local sports team.

While wearing Hirosaki's Ball Cap, the character gains Child of the Octopus feat as a racial bonus feat.

Construction
Requirements Craft Wondrous Items, *beast shape I,* creator must have the Child of the Octopus feat
Cost 3,500 gp (DC 22)

HIROSAKI'S CHARM

Aura faint illusion **CL** 3rd
Slot neck **Price** 3,600 gp (DC 20) **Weight** negligible
This pendant is a silver cartoon octopus or squid with each tendril detailed in a different semi-precious or artificial stone. The colorful little charm gleams and tinkles brightly. The wearer may cast *color spray* as a sorcerer of their total character level three times per day.

Special: Only a character with the Child of the Octopus feat can benefit from this magic item.
Construction
Requirements Craft Wondrous Item, *color spray,* creator must have the Child of the Octopus feat
Cost 1,800 gp (DC 20)

HOTEI'S FAN

Aura strong enchantment **CL** 5th
Slot none **Price** 21,000 gp (DC 29) **Weight** 1 lb
This paddle-shaped wooden fan is intricately painted with a portrait of a fat, laughing man surrounded by equally cheerful children. A long cloth tail in a rainbow of colors dangles from the stout wooden handle.

The fan's owner can wave the fan as a standard action to cast any of the following spells designed to bring good cheer. None of these spells, with the exception of *lullaby,* can be cast more than once per day.

- Lullaby (can be used at will) (DC 14)
- Charm Person (DC 15)
- Calm Emotions (DC 16)
- Eagle's Splendor (to benefit another character only)
- Good Hope

Special: This is a Fukujin magic item, dedicated to Hotei. See the "Full Fukujin" sidebar.
Construction
Requirements Craft Wondrous Item, *lullaby, charm person, calm emotions, eagle's splendor, good hope*, creator must possess Spell Focus (enchantment)
Cost 10,500 gp (DC 26)

HOTEI'S FORTUNATE T-SHIRT

Aura faint divination **CL** 2nd
Slot body **Price** 1,650 gp (DC 19) **Weight** negligible
This rather ordinary grey cotton t-shirt has a silk-screened print of the jolly, laughing Buddha surrounded by mice.

While wearing this t-shirt, the character treats a roll of 1-9 on a Profession check made to earn a living as a 10 instead. If the character has 10 or more ranks in any Profession skill, he or she treats a roll of 1-14 as a 15 instead.

Special: This is a Fukujin magic item, dedicated to Hotei. See the "Full Fukujin" sidebar in *Black Tokyo's Unlimited Edition.*
Construction
Requirements Craft Wondrous Items, *guidance*
Cost 825 gp (DC 17)

HOTEI'S PURSE

Aura strong universal **CL** 13th
Slot none **Price** 36,400 gp (DC 38) **Weight** 1 lb.
This vermillion leather clutch features a polished silver clasp depicting a fat, jolly Buddhist monk laughing wholeheartedly.

Once per day, the purse's owner can reach into Hotei's Purse and pull out any of the minor wondrous items described in the Occult Vending Machines sidebar in this sourcebook. Doing so is a full round action.

Special: Only female characters can reach into Hotei's Purse and activate its magic.
Special: This is a Fukujin magic item, dedicated to Hotei. See the "Full Fukujin" sidebar.
Construction
Requirements Craft Wondrous Item, *limited wish,* creator must possess Spell Focus (conjuration)
Cost 18,200 gp (DC 28)

IDOL'S PHONE

Aura faint illusion **CL** 5th
Slot none **Price** 8,000 gp (DC 25) **Weight** negligible
This next generation smartphone has a hot pink case accented by a Goetic sigil made of expensive, high-carat gold leaf.

The Idol's Smartphone allows a character with the Idol cultural template to travel openly without being mobbed by adoring fans and paparazzi. The character's image cannot be recorded- her face and identifying marks are always blurry and pixilated.

In addition she receives a +5 bonus on Disguise checks to pass for an average member of her race, and is always considered to be taking 10 on Disguise checks when in social situations. If she calls attention to herself, or powers the phone down, these effects end, until the Idol reactivates the item's magic as a standard action. Finally, the Idol's Phone functions as an upgraded (+1) smartphone, able to get a reliable signal in most places on the planet.

Special: Only characters with the Idol cultural template may benefit from this magic item.
Construction
Requirements Craft Wondrous Items, invisibility, creator must have the Idol cultural template
Cost 4,000 gp (DC 23)

IHAI STONE

Aura faint abjuration **CL** 3rd
Slot none **Price** 300 gp (DC 14) **Weight** 20 lbs
This black or grey, rectangular stone grave marker has a rounded top, and is etched with the name of the deceased, as well as his or her birth and death dates. Both mundane and magical version of *ihai* are found in graveyards throughout Asia.

If an *ihai* is constructed within one week of a creature's death (or prior to his death, with only the date of death being left blank), that creature cannot rise as any form of undead.

The *ihai* has a secondary trait, which only functions if the character named on the stone is a Buddhist or Shinto practitioner. In this case, the *ihai* takes the place of the material component of a *raise dead* or *resurrection* spell for the named creature, but is destroyed in the process. The slain creature can be *raised* if the spell targets the *ihai*, even if his body is completely destroyed or not present.

Construction
Requirements Craft Wondrous Items, *consecrate,* creator must be a Buddhist or Shinto divine spellcaster
Cost 150 gp (DC 11)

ITASHA CUSTOM

Aura strong transmutation **CL** 5th
Slot none **Price** 40,000 gp (DC 31) **Weight** added to vehicle
"Itasha" means 'painmobile', which refers to custom street racers decorated with anime graphics- usually cute girls from some seriously *ecchi* games and anime. These cars are both painfully embarrassing to drive (at least to non-Otaku) and painful on the wallet.

The Itasha Custom enchantment is a magi-tech option which can be added to any automobile or motorcycle, and the price given is added to the purchase price of the vehicle itself.

The Itasha Custom vehicle can drive itself, manifesting a cute anime-girl driver, who appears rather like a glowing hologram. She has a +15 total modifier on Drive checks and is considered to have the Force Stop and Vehicle Expert feats. The anime driver will automatically take over for the driver if he takes his hands off the wheel, dies or become unconscious. The anime driver will drive the vehicle to the driver's intended destination, even performing tactical vehicle combat on his behalf.

The Itasha Custom can be commanded to drive to the owner's location via cellphone, and or will drive on its own to a destination of the owner's choice. The Itasha Custom can travel up to 300 miles independently.

Additionally, once per day, the anime driver becomes a willing sex slave for the owner (inside the car only, of course), as the spell Ani-Mate.

Ramming with the Itasha Custom modified vehicle is considered damage from a magic weapon for the purpose of overcoming Damage Reduction.

Construction
Requirements Craft Wondrous Item, *Ani-Mate, Custom Mod*
Cost 20,000 gp (DC 28)

IMPERIAL BADGE

Aura faint abjuration and enchantment **CL** 5th
Slot none **Price** 12,500 gp (DC 26) **Weight** negligible
This tiny golden chrysanthemum flower badge is worn as a lapel pin by members of Japan's Imperial family. It is a relatively minor, yet extremely useful and beautifully wrought magical item. Japanese law prohibits the wearing of this badge by anyone not of the Imperial bloodline, and threatens long prison terms for unauthorized creation of the badge by magical artisans.

The Imperial Badge provides the wearer with a +2 deflection bonus to AC, and a +5 enhancement bonus on Diplomacy checks against creatures of Japanese descent, or supernatural creatures from Japanese myth. Three times per day, the wearer may use *Command* as a 5th level cleric. Humans of Japanese descent suffer a -2 penalty on their WILL Save against this *Command.*

Special: Only characters of the Nobility or Imperial Family castes can benefit from this magic item.
Construction
Requirements Craft Wondrous Items, *command, mage armor*
Cost 6,250 gp (DC 24)

JINGO'S RIBBON

Aura faint transmutation **CL** 1st
Slot belt **Price** 1,000 gp (DC 18) **Weight** negligible
This ribbon is named for a famed early Japanese empress, who brought war to the Koreans for three long, bloody years, not letting her body give birth until the fighting was done. It is a heavy red silk ribbon, as wide as an obi, and worn around a woman's nude abdomen.

A pregnant woman who wears the ribbon holds her pregnancy in stasis indefinitely. Her fetus will not grow, nor will her body change to accommodate an advancing pregnancy for as long as the ribbon is worn. The pregnancy continues advancing from the point it was suspended when the ribbon is removed.

Construction
Requirements Craft Wondrous Items, *fertility control*
Cost 500 gp (DC 15)

JIZO AMULET

Aura strong abjuration and conjuration **CL** 15th
Slot neck **Price** 46,000 gp (DC 31) **Weight** negligible
This crude wooden amulet is shaped like a very simplistic wooden doll with a leather thong through the head. A tiny red cotton cloak and bib adorn the doll. The amulet resembles the stone statues of Jizo venerated by women mourning a child, and provides protection from undead, especially those that feed on women, and ghosts of the unborn.

While wearing the Jizo Amulet, the wearer's melee weapon attacks gain the *Disrupting* weapon property, even if they would not normally be of a type that could gain the property, such as slashing weapons. The wearer is under a constant *protection from evil* effect.

Construction
Requirements Craft Wondrous Item, *heal, protection from evil*
Cost 23,000 gp (DC 28)

JOUZU CATTLERANCHER'S GLOVES

Aura faint conjuration **CL** 5th
Slot hands **Price** 8,500 gp (DC 25) **Weight** 1 lb
These heavy brown leather workman's gloves are tanned from the hide of older girl-cows, whose skins are not quite suitable for market sale. Jouzu turns these lower end leathers into valuable healing tools that aid younger cattle in innumerable ways.

The wearer of Jouzu Cattlerancher's Gloves gains a +5 bonus on Heal checks made to assist animals. In addition, once per day they may use maximized *cure serious wounds* to assist any creature of the Animal or Magical Beast types or any creature of the Anthro subtype.

Construction
Requirements Craft Wondrous Item, *cure serious wounds*
Cost 4,250 gp (DC 23)

JUNISHI BANGLES

Aura faint divination **CL** 1st
Slot either necklace, ring or wrist **Price** 1,000 gp (DC 17) **Weight** neg.
Tiny plastic metal and ceramic charms with cartoon animals from the Junishi Zodiac are common in Black Tokyo. A handful of charms are something more than a status symbol. A very few Junishi Bangles tap into ancient power, granting the wearer an infestimal fraction of the heaven's power.

When worn, the Junishi Bangle provides the wearer with a bonus on a particular skill. In addition, during the wearer's birth month, the wearer also receives a +1 luck bonus on REF Saves while the Junishi Bangle is worn.

Special: Only characters with the Junishi Zodiac feat can benefit from Junishi Bangles, and a character can only benefit from the Junishi Bangle corresponding to his birth month.

Jan/Rat: Provides a +2 enchantment bonus on one particular Craft check
Feb/Ox: Provides a +2 enchantment bonus on Knowledge (tactics) checks
Mar/Tiger: Provides a +2 enchantment bonus on Knowledge (streetwise) checks
Apr/Rabbit: Provides a +2 enchantment bonus on Diplomacy checks
May/Dragon: Provides a +2 enchantment bonus on Intimidate checks
June/Snake: Provides a +2 enchantment bonus on Sense Motive checks
July/Horse: Provides a +2 enchantment bonus on Repair checks
Aug/Sheep: Provides a +2 enchantment bonus on one particular Profession checks
Sep/Monkey: Provides a +2 enchantment bonus on Bluff checks
Oct/Rooster: Provides a +2 enchantment bonus on Spellcraft checks
Nov/Dog: Provides a +2 enchantment bonus on Acrobatics checks
Dec/Boar: Provides a +2 enchantment bonus on Survival checks

Construction
Requirements Craft Wondrous Item, *guidance*
Cost 500 gp (DC 15)

KAWAII RIBBONS

faint transmutation **CL** 3rd
ls and feet **Price** 6,000 gp (DC 24) **Weight** negligible
These slender, pink silk ribbons are worn wrapped around the hands, wrists, ankles and feet, resembling the long ties on a dancer's slippers. These ribbons give life-saving grace and charm to every movement.

On any round the wearer takes at least a move action or makes a Perform (dance) check, he or she benefits from the *Super Kawaii* feat, applying their CHA modifier as a luck bonus to AC until the beginning of their next turn.

Construction
Requirements Craft Wondrous Items, *eagle's splendor*
Cost 3,000 gp (DC 22)

KIRIN'S MUG

Aura faint transmutation **CL** 5th
Slot none **Price** 3,200 gp (DC 22) **Weight** 1 lb
This heavy glass mug is emblazoned with a scratched and use-faded logo of Kirin Beer- one of the most popular native brews in Japan- that features an image of the mythological unicorn of the same name. It is always cold to the touch, like it just came out of the fridge.

If any potion is poured into the Kirin's Mug (a full round action), it provides the Daughter of Kirin who drinks it with a *Haste* effect that lasts for the same duration of the potion. Once poured, a potion can remain magical in the Kirin's Mug for up to 5 rounds; it will not spill unless intentionally poured out. After this time, it becomes non-magical Japanese golden beer.

Special: Only Daughters of Kirin may benefit from this magic item.
Construction
Requirements Craft Wondrous Items and Brew Potion, creator must be a Daughter of Kirin
Cost 1,800 gp (DC 20)

KIRIN'S SHOE

Aura moderate evocation **CL** 5th
Slot feet **Price** 30,000 gp (DC 30) **Weight** 2 lbs
These heavy, cold-forged iron horseshoes are proportioned for the hooves of a Daughter of Kirin, and are filigreed with slender golden threads.

Kirin's Shoe must be nailed into a Daughter of Kirin's hooves by a farrier; removing the horseshoes requires a DC 18 Strength check. While the Kirin's Shoe is worn, the Daughter of Kirin's natural armor bonus to AC is improved by +2, which stacks with improvements from leveling up. She also receives a +2 enchantment bonus on Acrobatics and Stealth checks.

Special: Normally only Daughters of Kirin can benefit from this magic item, but other hoofed Anthros might be able to use the Kirin's Shoe, at the gamemaster's option.
Construction
Requirements Craft Wondrous Item, *divine power*
Cost 15,000 gp (DC 27)

KIRISHITAN CRUCIFIX

Aura moderate evocation **CL** 5th
Slot none **Price** 4,500 gp (DC 23) **Weight** 5 lbs
This ancient crucifix is a relic of the Edo-Shogunate period of Japanese history, when Kirishitans (Japanese Catholic coverts) were actively persecuted. This large, heavy crucifix is gilded and unlike Western crucifixes, it depicts a seated figure, who might be the Buddha, but is instead an atypical depiction of Christ. This figure is seated in the lotus position at the center of the cross' arms.

The Kirishitan Crucifix is an extremely large holy symbol, usually held aloft during a holy procession. If this crucifix is presented as a holy symbol by any Christian or Gothic Christian Cleric channeling positive energy, the cleric rolls D8s rather than D6s to determine the channeled energy's efficacy.

Construction
Requirements Craft Wondrous Items, Knowledge (religion) 5 ranks, ability to channel positive energy 3d6
Cost 2,250 gp (DC 21)

KITSUNE PURSE

Aura moderate conjuration **CL** 7th
Slot none **Price** 33,533 gp (DC 38) **Weight** 2 lbs
The Kitsune Purse is a fashionable teen/tween girl's purse that looks like a cartoony stuffed fox with a vibrant orange and amber coat. Bright, glass eyes seem to smirk and sparkle, and a realistic fox tail hangs from the back.

Three times per day, the purse's owner can reach inside and pull out a useful, non-magical object no bigger than the size of their palm. The Kitsune Purse can create valuable (such as a ruby) or high tech items (such as an Ipod Nano), and items with moving parts (such as a pair of scissors), but cannot be used to conjure food, drugs, or other items that provide lasting nutrition. The only weapons the Kitsune's Purse can create are shruiken or caltrops.

Items created by the Kitsune's Purse only remain in existence for a maximum of 1 hour; they vanish in a flash of orange light after this period ends, or if they are destroyed. If the owner of the Kitsune's Purse attempts to con or deceive a good aligned creature with items pulled from the purse, they immediately vanish in a flash of light.

While wearing the Kitsune's Purse, the wearer gains a +10 competence bonus on Sleight of Hand checks.

Construction
Requirements Craft Wondrous Items, *detect evil, minor creation*
Cost 16,767 gp (DC 28)

KITTEN WRITER

Aura faint divination **CL** 3rd
Slot none **Price** 2,300 gp (DC 20) **Weight** negligible
This cheap-looking pink and white mechanical pencil is topped with a chibi kitty cat and looks like any of a million other pens you can buy from any Sanrio store. However, all text produced by the pen is in the juvenile, idiosyncratic

and hard to read text commonly referred to as *koneko ji* (literally: kitten writing) popular among Japanese kids.

Any creature with the the Gyaru cultural caste, or any Nekomusume can read text produced by a kitten writer, regardless of the language used, or even if they themselves are literate. Either type of user can produce Japanese text, written in the *koneko ji* style, regardless of their familiarity with the language.

Construction
Requirements Craft Wondrous Items, *comprehend languages*
Cost 1,150 gp (DC 18)

KITTY'S BELL

Aura moderate abjuration **CL** 10th
Slot neck **Price** 20,000 gp (DC 28) **Weight** negligible
This red, blue or black velvet choker displays a big, bronze bell with a clear, tinny ring on a bronze clasp. The bell tinkles constantly, with every movement the wearer makes.

While wearing the Kitty's Bell, a Nekomusume character is treated as being under a permanent *Sanctuary* effect. The wearer may attack with claws or any other natural weapon she possesses without breaking the *Sanctuary* effect; however, if she damages her target, that specific character is freed from the *Sanctuary* effect. While wearing the Kitty's Bell, the character suffers a -10 penalty on Stealth checks.

Special: Only Nekomusume or other feline creatures may benefit from the Kitty's Bell.
Construction
Requirements Craft Wondrous Items, *sanctuary*
Cost 10,000 gp (DC 26)

KITTY'S CHARM

Aura faint enchantment **CL** 3rd
Slot wrist **Price** 2,400 gp (DC 21) **Weight** negligible
This slender silver charm bracelet is hung with a tinkling assortment of tiny gold, silver and glass charms like the smiling, grinning, laughing and utterly adorable faces of cartoon kitties.

While wearing the Kitty's Charm, the character casts any spell with *Catgirl* in the name at caster level plus three (+3), increasing the spell's range, duration, effects and saving throw DC.

Special: Only Nekomusume or other feline creatures can gain any benefit from wearing the Kitty's Charm.

Construction
Requirements Craft Wondrous Items, *bless,* creator must be a Nekomusume or other feline creature
Cost 1,200 gp (DC 18)

KOROPOKKURU'S WHISTLE

Aura faint enchantment **CL** 1st
Slot none **Price** 2,000 gp (DC 20) **Weight** neg.
This small bone whistle is lightly scratched with crude pictograms depicting Ainu and Koropokkuru men and women engaged in lusty, passionate sex with dogs, deer and bears. Such whistles are often carried by the members of those tribes, especially hunters and shamen.

When this whistle is blown, it provides a +5 bonus on Handle Animal checks made to convince an animal to perform a sexual act, either with the whistler or another creature.

Construction
Requirements Craft Wondrous Item, *charm animal*
Cost 1,000 gp (DC 17)

LIVESTOCK COLLAR

Aura faint abjuration **CL** 1st
Slot neck **Price** 250 gp (DC 13) **Weight** 1 lb
This red or brown leather collar is fitted with a double latched iron clasp. A plastic identification tag bearing a livestock ID number, the sponsoring ranch's logo and a photograph of the wearer dangles from the collar.

While wearing the Livestock Collar, a creature is considered to be both a creature of their natural type and subtype and a creature of the Animal type for determining what powers and abilities affect them.

Construction
Requirements Craft Wondrous Items, *hide from animals*
Cost 125 gp (DC 10)

LOLI-DEMON'S GHOULISH HAT

Aura moderate transmutation **CL** 5th
Slot head **Price** 32,000 gp (DC 30) **Weight** 2 lbs
This comically oversized white wool knit cap fits over the head like a swollen mushroom. Black cloth cutouts give the appearance of ghostly eyes, while jagged strips of red velvet forms a snarling mouth. Big flapping black velvet bat wings protrude from each side, above the wearer's ears.

While wearing the Loli-Demon's Ghoulish Hat, the character gains a bite attack that inflicts 1d6+CHA modifier points of damage, darkvision 60 ft, and Flight 30 ft (poor). The wearer is treated as being under the effects of *undead anatomy I* while wearing the hat.

Construction
Requirements Craft Wondrous Items, *undead anatomy I*
Cost 16,000 gp (DC 27)

LOLI-DEMON'S SCHOOL PACK

Aura moderate transmutation **CL** 9th
Slot none **Price** 50,000 gp (DC 31)
Weight 2 lbs (unloaded)
This darkly cute waterproofed black nylon backpack has a pair of stuffed, bat-like wings jutting out from either side, and the straps are secured with orange or crimson inverted pentacles.

The Loli-Demon's School Pack also functions as a Bag of Holding (type II). More importantly, the wearer can command the black, bat-like wings to begin flapping. For up to nine hours per day (which need not be consecutive, but must be taken in one minute increments), the School Pack's wearer can fly at a speed of 40 ft (average). If the wearer possesses either the Idol or Gyaru cultural templates, this flight speed improves to 70 ft (good).

Construction
Requirements Craft Wondrous Items, either *overland flight* or *military flight*, *secret chest*
Cost 25,000 gp (DC 29)

MALCIFERIUM

Aura faint divination (lesser) or moderate divination (greater)
CL 4th (lesser) 8th (greater)
Slot none **Price** 8,400 gp (DC 25) 16,800 gp *lesser* (DC 28) *greater* **Weight** 5 lbs
The Malciferium is a heavy ironbound tome. The book is bound in the tanned skin of a Christian saint, a secret martyr in the endless war against the demons of the Black Else. Inside, the gold leafed pages are an illuminated manuscript detailing the habits, feeding patterns, and weaknesses of a variety of evil beings.

If the Malciferium is studied for at least 40 hours, it bestows the ranger's favored enemy ability class ability, targeting any one of the following creature types, determined by that particular Malciferium's author.

- Aberrations (dungeoneering)
- Humanoids (evil subtype) (dungeoneering or history)
- Outsiders (the planes)
- Undead (religion or dungeoneering)

If the Malciferium is lesser, it provides the favored enemy bonus of a first level ranger; if the Malciferium is greater, it provides the favored enemy bonus of a ranger of the reader's total character level.

Each month, the reader must devote a further 40 hours to the study of the Malciferium or the favored enemy bonus is lost. If this bonus is lost, the reader must wait six months before benefiting from a Malciferium again. A character can benefit from studying one Malciferium at any given time.

Construction
Requirements Craft Wondrous Items, creator must have 5 ranks (lesser) or 10 ranks (greater) in the appropriate Knowledge skill (listed in parenthesis above)
Cost 3,200 gp (DC 22) *lesser* 8,400 gp (DC 25) *greater*

MANBA WOOL

Aura moderate illusion **CL** 7th
Slot head **Price** 56,000 gp (DC 32) **Weight** 1 lb
"Wool" are fashionable hair extensions, resembling rainbow colored dreadlocks, seen on young women throughout Black Japan, but especially in the heart of Tokyo itself. These heavy, colorful braids usually stretch to mid buttock.

While wearing Manba Wool, a character becomes a mistress of intense color. The wearer receives a +2 insight bonus on WILL Saves against light-based magic or effects, such as *rainbow pattern or prismatic wall.* Conversely, any spells with the light descriptor, or that manipulate or create light have their numerical effects maximized, as by the Maximize Spell feat.

Construction
Requirements Craft Wondrous Item, *rainbow pattern*
Cost 28,000 gp (DC 29)

MEDICINE GLOVES

Aura moderate conjuration **CL** 5th
Slot hands **Price** 40,000 gp (DC 31) **Weight** neg.
Medicine Gloves are thin black leather gloves whose palms are stitched with the flesh of the rarest creature under the heavens: a repentant *oni.* The demon flesh panels are warm to the touch, and pulse slowly, in rhythm of their donor's heart beat.

By slipping on the gloves, a surgeon can slide his fingers through flesh and bone as easily as he can through water. By passing his fingers through a patient's skin and into their bodies seamlessly, the surgeon gains a +15 enchantment bonus on Treat Injury checks and can perform surgery in half the usual time. The surgeon's patients are not *fatigued* after undergoing surgery performed using Medicine Gloves.

Construction
Requirements Craft Wondrous Item, *cure light wounds, remove disease*, creator must possess the Surgery feat and be any good alignment
Cost 20,000 gp (DC 28)

MEMETIC SMART PHONE

Aura faint transmutation **CL** 3rd
Slot none **Price** 3,200 gp (DC 22) **Weight** negligible
The Memetic Smart Phone looks like an ordinary smart phone, but has a slightly larger than normal, and clearer than normal screen and good quality speakers. It always seems to be playing some goofy internet video when the owner isn't looking.

The Memetic Smart Phone functions as an ordinary smart phone. In addition, if carried by a Bard, the saving throw DC of fascinate and distract applications of Bardic Performance is potentially increased. Prior to beginning the bardic performance, the Bard makes a DC 15 Knowledge (pop culture) check. If successful, the saving throw DC is increased by +1 plus an additional +1 per five points the Bard beats the check DC by to a maximum of +5.

Construction
Requirements Craft Wondrous Items, *eagle's splendor*
Cost 1,600 gp (DC 19)

MERCHANT'S ABACUS

Aura faint divination **CL** 2nd
Slot none **Price** 1,000 gp (DC 18) **Weight** 1.5 lbs
Despite being a relentlessly high-tech nation, it's still a common sight to see a Japanese merchant (especially an older one) calculating a customer's bill with an abacus. These wooden abacuses are assembled in a traditional, Chinese-influenced style, and many of these enchanted abacuses have been family heirlooms for generations.

After a month of ownership and being used in transactions, the Merchant's Abacus provides a character with a +5 luck bonus on Profession checks made to earn a living.

Construction
Requirements Craft Wondrous Items, *guidance*
Cost 500 gp (DC 15)

MHTU LAPTOP

Aura moderate transmutation **CL** 9th
Slot none **Price** 90,000 gp (DC 33) **Weight** 2 lbs
This top-flight, high speed black laptop features a large, HD touchscreen display and as much memory as the average server-farm. Virtually every scientific, design and autoCAD program imaginable is loaded into the laptop. The casing displays the Maebashi High Tech University's gear, heart and upthrust spear crest, which glows, flashes and chirps to indicate the MHTU laptop's system status.

If used during the design process, the MHTU Laptop provides a +5 competence bonus on Craft (mechanical, electronics, firearms), Computer Use and Disable Device check. The user is treated as having the Master Craftsman feat for the listed craft skills; the user can accomplish Craft checks with the listed skills in one third the usual time.

Construction
Requirements Craft Wondrous Items, *fabricate*
Cost 45,000 gp (DC 31)

MISOGYNISTS TIE

Aura faint necromancy **CL** 1st
Slot neck **Price** 2,000 gp (DC 20) **Weight** neg.
The Misogynist's Tie is a fierce seeming black and crimson striped tie made of expensive, designer silks.

While wearing the Misogynist's Tie, the wearer receives a +10 profane bonus on Intimidate checks made against women. The wearer wins any opposed skill check made against a female character if their check results are tied.

Special: Only males can benefit from this magic item.
Construction
Requirements Craft Wondrous Item, *bane*
Cost 1,000 gp (DC 17)

MOO MOO PLUSHIE

Aura faint enchantment **CL** 1st
Slot none **Price** 2,000 gp (DC 20) **Weight** about 20 lbs
The Moo Moo Café in the nerdy heart of Tokyo has a unique gimmick- anybody dining alone is seated with a huge stuffed cow, from a popular kid's anime. The stuffed off-white cows, which are about the size of a child, bring a smile to even the most cynical, or depressed faces.

For 1d4 hours after dining with a Moo Moo Plushie (seated alone at a table for at least 10-15 minutes while dining), the diner receives a +2 morale bonus on saving throws against fear and effects of the compulsion subschool. On a more mundane level, the diner just feels happier and comforted, knowing no matter how dark things are, they'll get better. A person can benefit from this effect only once per day.

Construction
Requirements Craft Wondrous Items, *remove fear*
Cost 1,000 gp (DC 18)

MOTHERBLOOD BANDINGS

Aura moderate **CL** 7th
Slot belt **Price** 56,000 gp (DC 32) **Weight** neg.
Clean strips of white linen, blessed by an Ainu midwife following pre-historic traditions, washed in water from a pure source, are bound tightly around a young woman's thighs and vulva. The magically active strips absorb the woman's fluids, synchronize with the ebb and flow of her life force, and with time, empower the woman with a knowledge of her body and its capabilities. Eventually the bandings come to a kind of life, symbiotically feeding on her blood and waste.

A woman who wears the Motherblood Bandings for at least 16 hours a day for a month or more gains the benefit of the Lemon Pink Hospital and Moon Wise feats, even if they do not meet the prerequisites.

Special: Only females can benefit from this magic item.
Construction
Requirements Craft Wondrous Item, *divine power*, creator must be Ainu
Cost 28,000 gp (DC 29)

MONGAKUS ROBE

Aura moderate enchantment **CL** 7th
Slot body **Price** 62,000 gp (DC 32) **Weight** 14 lbs
This long black coat's back is embroidered with a azure and silver waterfall. Though light cotton, the coat feels incredibly heavy. This dark robe allows the wearer to perform impossible tasks, but saps his common sense to the point where undertaking the impossible just to prove a point seems like a good idea.

While wearing Mongaku's Robe, the wearer is immune to fear. Up to three times per day, while making a skill check or saving throw with a DC of 30 or greater, or attacking a target with an AC of 30 or greater, the wearer can call upon Mongaku's Robe for incredible luck and fortitude. The wearer receives a +20 luck bonus on the check. Calling on the robe in this manner is a free action.

Mongaku's Robe has a drawback. While worn, the wearer is filled with foolhardy confidence, and cannot take either 10 or 20 on any skill check, nor can they retreat in combat.

Construction
Requirements Craft Magic Arms and Armor, *true strike, greater heroism*
Cost 31,000 gp (DC 30)

MUSICIANS WALLET

Aura moderate conjuration **CL** 7th
Slot none **Price** 9,000 gp (DC 25) **Weight** negligible
This slimline black leather wallet has a golden guitar design on the front, and the inner pockets are decorated with similar musical motifs.

Once per day, the wallet's owner can open the wallet to conjure any small musical accessory or replacement component for a musical instrument, such as a pair of drumsticks, new guitar or violin strings, replacement valves for a saxophone, and similar small items. If the Musican's Wallet is carried, the character gains a +2 competence bonus on Craft checks made to repair (but not create) musical instruments.

Construction
Requirements Craft Wondrous Items, *minor creation*
Cost 4,500 gp (DC 23)

NAMAZUES COFFIN

Aura strong evocation (earth, chaos) **CL** 15th
Slot none **Price** 240,000 gp (DC 37) **Weight 1** lb
This black lacquered box is small enough to fit in a big man's hands, and is etched with images of sensuously writing catfish. As the lid is opened, the box itself begins to thrash and vibrate. Inside, there is only an etching of a catfish headed monstrosity, carrying weapons and hammers.

Namazue's Coffin can be opened once per day, creating an *Earthquake* centered on the box itself. In addition to the effects of the Earthquake spell, a mundane earthquake with a strength of about 4 on the Richter scale, rocks an area about 20 miles in diameter, causing structural damage and possibly causing tsunamis.

Construction
Requirements Craft Wondrous Item, *earthquake*
Cost 120,000 gp (DC 34)

NEKO BED

Aura moderate evocation **CL** 3th
Slot none **Price** 6,000 gp (DC 24) **Weight** 10 lbs
This oval basket, made of durable plastic covered in bright artwork and stuffed with comfortable cotton mats and pillows, resembles the baskets used as bedding by beloved pets, save that it is sized for a cat the size of a woman.

A Nekomusume or other feline Anthro who sleeps in this very comfortable bed recovers hit points and spells in half the usual time. This does not allow the sleeper to recover more Hit Points or additional spells than normal, merely do so in half the usual time.

Construction
Requirements Craft Wondrous Items, *sanctuary*
Cost 3,000 gp (DC 22)

NEKO NIKES

Aura faint transmutation **CL** 5th
Slot feet **Price** 10,000 gp (DC 25) **Weight** 2 lbs
These enormous, loosely fitting designer sneakers are sized for the large hind paws of a Nekomusume. Instead of the expected swoosh logo, they are emblazoned with a faintly glowing, pinkish-purple silhouette of a leaping cat.

While wearing Neko Nikes, a Nekomusume wearer is treated as possessing the Spring Attack feat. Non-Nekomusume receive no benefit from wearing these shoes.

Construction
Requirements Craft Wondrous Items, *expeditious retreat*, creator must be a Nekomusume
Cost 5,000 gp (DC 23)

NEKO SOCKS

Aura faint transmutation **CL** 3rd
Slot feet **Price** 1,500 gp (DC 19) **Weight** negligible
These cotton and spandex ankle socks are decorated with a bright, paw print decoration beneath the toes. Neko Socks are most common in black and gold or white and pink, but can be found in every color in the rainbow if you know where to shop.

While wearing Neko Socks, the character gains a +2 competence bonus on Acrobatics, Climb and Stealth checks. Non-Nekomusume gain no benefit from these socks.

Special: Neko Socks can be worn with *Neko Nikes*, even though both wondrous items occupy the feet slot.
Construction
Requirements Craft Wondrous Items, *cat's grace,* creator must be a Nekomusume
Cost 750 gp (DC 17)

NEW NINJA'S CREST

Aura faint illusion **CL** 3rd
Slot head or neck **Price** 2,500 gp (DC 21) **Weight** 1 lb
There a few ninja clans who have survived into the modern era, and though they keep to the shadows, their pride allows warriors of these clans to wear their sleek *mon* on their costumes and armor. The New Ninja's Crest is a slender metal plate about 2 fingers wide, laser cut with the *mon* (symbol) of one of Black Japan's ninja families. The crest is riveted to a black spandex band, which can be worn like a headband or around the throat, at the wearer's option.

The New Ninja's Crest provides the wearer with a +5 competence bonus on Stealth and Sleight of Hand checks in a particular environment, which depends on the sigil and clan the Crest was commissioned for.

- *Leaf or Pine Sigil:* forest terrain
- *Fox or Great Tree Sigil:* The Tatakama
- *Crow, Cat or Rat Sigil:* urban terrain
- *Scorpion or Flame Sigil:* desert terrain
- *Tengu or Torii Sigil:* mountain terrain
- *Oni or Crab Sigil:* underground terrain

Construction
Requirements Craft Wondrous Items, *invisibility,* creator must have the Ninja cultural template
Cost 1,250 gp (DC 18)

NIPPLE RING, ABJURING

Aura moderate evocation **CL** 5th (lesser) 8th (greater)
Slot body **Price** 2,500 gp (DC 21) (lesser) 4,000 gp (DC 22) (greater) **Weight** negligible
Beneath the arc of this thin golden hoop nipple piercing hangs a tiny heart shaped gemstone. The color of the tiny round gem corresponds to a particular energy type: emerald for *acid,* sapphire for *cold,* pink tourmaline for *pleasure,* yellow agate for *electrical,* quartz for *force*, ruby for *fire*, and so on.

The Abjuring Nipple Ring provides the wearer with Energy Resistance against spells and effects from the Evocation school of magic, of a type determined by its grade and cooresponding to the gem's color. The Abjuring Nipple Ring does not provide Energy Resistance against energy not produced by evocation effects, such as an ordinary fire or non-magical electrical current.

- A lesser Abjuring Nipple Ring provides Energy Resist 10 against Evocation effects.
- A greater Abjuring Nipple Ring provides Energy Resist 15 against Evocation effects.

Special: Only female creatures with the Small Breasts Forever trait can benefit from this magic item.
Construction
Requirements Craft Wondrous Items, creator must have Spell Focus (abjuration) for lesser abjuring nipple ring, Greater Spell Focus (abjuration) for greater abjuring nipple rings
Cost 1,250 gp (DC 18) (lesser) 2,000 gp (DC 20) (greater)

NIPPLE RING, EVOCATIVE

Aura moderate evocation **CL** 5th (lesser) 8th (greater)
Slot body **Price** 2,500 gp (DC 21) (lesser) 4,000 gp (DC 22) (greater) **Weight** negligible
This heavy platinum barbell nipple piercing is a favorite of busty evokers and combat-occultists. One end of the barbell is silver, while the other barbell end is jeweled, and the color of the tiny round gem corresponds to a particular energy type: emerald for *acid,* sapphire for *cold,* pink tourmaline for *pleasure,* yellow agate for *electrical,* quartz for *force*, ruby for *fire*, and so on.

When casting any damage dealing evocation spell of the designated energy type, the Evocative Nipple Ring increases the amount of energy damage dealt.

- A lesser Evocative Nipple Ring adds +1 point of the designated energy type.
- A greater Evocative Nipple Ring adds +1d4 points of the designated energy type.

Special: Only female creatures with the Busty Extreme trait can benefit from this magic item.

Construction

Requirements Craft Wondrous Items, creator must have Spell Focus (evocation) for lesser evocative nipple ring, Greater Spell Focus (evocation) for greater evocative nipple rings

Cost 1,250 gp (DC 18) (lesser) 2,000 gp (DC 20) (greater)

NOH MASK, CRIMINAL

Aura faint enchantment **CL** 5th

Slot head and headband **Price** 10,000 gp (DC 26)

Weight 1 lb

This wooden mask is painted to resemble a snarling human male face with a short, jet black topknot and squinting, hostile eyes.

While wearing the Criminal's Noh Mask, all the character's opponents who are within 30 ft of the character when combat begins suffer a -1 penalty on Initiative checks for the duration of the battle. Creatures summoned by those affected by the Criminal's Noh Mask also suffer a -1 penalty on Initiative checks.

Construction

Requirements Craft Wondrous Items, *unprepared combatant*

Cost 5,000 gp (DC 23)

NOH MASK, FOREST SPIRIT

Aura faint transmutation **CL** 3rd

Slot head and headband **Price** 2,100 gp (DC 20)

Weight 1 lb

This round wooden mask is painted a stark red and white and is fringed with a mane of dirty white cords that gives it a feral, intimidating appearance.

While wearing the Forest Spirit Noh Mask, the character gains a +5 competence bonus on Stealth and Handle Animal checks made in temperate and cold forest terrain.

Construction

Requirements Craft Wondrous Items, *pass without trace*

Cost 1,050 gp (DC 18)

NOH MASK, GEISHA

Aura faint divination **CL** 3rd

Slot head and headband **Price** 17,000 gp (DC 28)

Weight 1 lb

This white lacquered wood mask has blood red lips and is painted with fine black eye brows, resembling the make up of a traditional geisha.

While wearing the Geisha's Noh Mask, the wearer becomes especially cultured and glamorous. The wearer receives a +5 competence bonus on Diplomacy and Perform (act) checks. The character gains the ability to make Diplomacy checks at no penalty even while completely silent, using precise body language to convey emotion and understanding.

Construction

Requirements Craft Wondrous Item, *tongues*

Cost 8,500 gp (DC 25)

NOH MASK, GHOST

Aura faint necromancy **CL** 3rd
Slot head and headband **Price** 14,500 gp (DC 27)
Weight 1 lb
This grey wooden mask resembles the joyless, wrinkled face of an ancient man or woman, and represents an unquiet spirit.

While wearing the Ghost Noh Mask, the wearer becomes coldly frightening. The wearer receives a +5 competence bonus on Intimidate checks, and receives a +1 morale bonus on attack rolls against a creature he or she has previously intimidated within the previous day.

Construction
Requirements Craft Wondrous Item, *scare*
Cost 7,250 gp (DC 25)

NOH MASK, KITSUNE

Aura faint transmutation **CL** 5th
Slot head and headband **Price** 30,000 gp (DC 30)
Weight 1 lb
This bone white wooden mask is carved in the likeness of a fox, with triangular ears and a dark nose.

While wearing the Kitsune's Noh Mask, the wearer becomes especially stealthy and lethal. When making a sneak attack, the wearer rolls 2d4 rather than 1d6 for damage or multiple increments of 2d4 for additional sneak attack dice.

Special: The wearer must have the sneak attack class ability to benefit from this magic item.
Construction
Requirements Craft Wondrous Item, *keen edge*
Cost 15,000 gp (DC 27)

NOH MASK, ONI

Aura faint enchantment **CL** 5th
Slot head and headband **Price** 30,000 gp (DC 30)
Weight 1 lb
This wooden mask is painted a rich vermillion, and depicts the snarling face of a tusked, wild-eyed demon.

While wearing the Oni's Noh Mask, the wearer becomes as ferocious and murderous as an oni. While wielding any improvised weapon or making a natural weapon attack or unarmed strike, the character may re-roll any 1s rolled on the damage dice. Damage dice can only be rerolled once.

Construction
Requirements Craft Wondrous Item, *rage*
Cost 15,000 gp (DC 27)

NOH MASK, SAGE

Aura moderate divination **CL** 8th
Slot head and headband **Price** 5,500 gp (DC 24)
Weight 1 lb
This wooden mask is painted and carved to resemble a cheerful old man with a massive forehead that rises nearly a foot above his bushy brows. It represents the minor god Fukurokuju, a legendary sage.

While wearing the Sage Noh Mask, the wearer gains the Bardic Knowledge ability, as a Bard of his total character level. If the character already has the Bardic Knowledge class feature, his character level is considered +4 greater for determining the bonus received.

Special: This is a Fukujin magic item, dedicated to Fukurokuju. See the "Full Fukujin" sidebar.
Construction
Requirements Craft Wondrous Item, creator must be a Bard, *identify*
Cost 2,750 gp (DC 21)

NOH MASK, SAMURAI

Aura moderate transmutation **CL** 11th
Slot head and headband **Price** 132,000 gp (DC 35)
Weight 1 lb
This wood mask is painted a flesh-like tone, and is depicts a stern male warrior with an impressive mustache and crimson warpaint adding to his ferocious demeanor.

While wearing the Samurai's Noh Mask, the wearer is imbued with a great warrior spirit. The character becomes proficient with Heavy Armor and gains Exotic Weapon Proficiency (katana). The character's arcane spell failure chance is reduced by -10% while wearing heavy armor.

Construction
Requirements Craft Wondrous Item, *transformation*
Cost 66,000 gp (DC 32)

NOH MASK, TENGU

Aura faint transmutation **CL** 3rd
Slot head and headband **Price** 2,400 gp (DC 21)
Weight 1 lb

Two styles of this wooden theater mask exist. One style of mask resembles a beaked raven with black, blue, purple or red feathers. Other masks resemble a sneering old man with red skin and a long, cucumber shaped nose.

While wearing a Tengu's Noh Mask, the character is treated as being under a constant *feather fall* effect. Additionally, the wearer receives a +2 competence bonus on Fly and Perform (comedy) checks.

Construction
Requirements Craft Wondrous Item, *feather fall*
Cost 1,200 gp (DC 18)

OCCULT HEADPHONES

Aura faint enchantment **CL** 3rd (lesser), 7th (greater)
Slot headband **Price** 6,000 gp (DC 24) (lesser), 14,000 gp (DC 27) (greater) **Weight** 1 lb

These bulky, noise canceling headphones come in a variety of styles and colors, representing different cosmic forces and occult cultures, all with a hip, modern edge.

While wearing a pair of Occult Headphones, you cast spells with the descriptor listed at +1 caster level (lesser) or +3 caster level (greater). The type of Occult Headphone determines the item's associated descriptor and decorations.

Many similar Headphones exist, long as it is, this listing of Occult Headphones is far from an exhausting list.

- *AV Headphones:* These pink and gold headphones are branded with the corporate logo of a top-tier AV studio, and enhance spells with the *Pleasure* descriptor.
- *Angel's Headphones:* These blue and white headphones have an outstretched wing flaring from each side, and enhance spells with the *good* descriptor.
- *Oni's Headphones:* These red and purple headphones have an outstretched batwing swooping back from each earpiece, and enhance spells with the *evil* descriptor.
- *Poopie Headpones:* These walnut headphones have a pink cartoon coil of poop on either can, and enhance spells with the *skatto* descriptor.
- *Ryugen's Headphones:* These blue and green headphones are decorated with snarling dragons on the frame, and enhance spells with the *water* descriptor.
- *Shinobi's Headphones:* These matte black headphones have a silver shuriken painted on either earphone, and enhance spells with the *darkness* descriptor.
- *Yuki-Ona's Headphones*: These blue and grey headphones have a white snowflake design stenciled into each ear piece and enhance spells with the *cold*

descriptor.

Special: While wearing any Occult Headphone, the wearer suffers a -5 penalty on sound-based Perception checks.
Construction
Requirements Craft Wondrous Items, *bless*, creator must be of a compatible alignment.
Cost 3,000 gp (DC 22) (lesser), 7,000 gp (DC 24) (greater)

OCCULT GYM EQUIPMENT

Aura moderate transmutation **CL** 10th
Slot none **Price** 40,000 gp (DC 31) **or** 60,000 gp (DC 32) for occult treadmill
Weight 100-300 lbs depending on device
The Gymnasium Spartacus, in central Tokyo, has a restricted third floor for high paying clients, a workout area stocked with occult gymnasium equipment. Working out with one of these devices perfects the body, temporarily strengthening muscles and improving the body's health, strength or dexterity overall.

There are several different types of occult gym equipment, but all follow the same basic rules. Activating the device's magic requires the user to work out for at least 30 minutes and succeed at either an ability check or skill check unique to the device. If this check is successful, the user is considered *fatigued* for 1d3 hours. After this period of fatigue ends, the user gains the benefit of the device's stored spell. This spell remains in effect until the user next sleeps or rests. A user cannot use a set of occult gym equipment while fatigued or exhausted.

Occult Treadmill: This device increases the user's speed, and is constructed using *haste.* At the end of the workout the user must succeed at a DC 10 DEX check; if successful, after the period of fatigue ends, all their movement modes are increased by +20 ft.

Occult Heavybag: This training device increases the user's fighting prowess and is constructed using *bull's strength.* At the end of the workout, the user must succeed at a DC 12 STR check. If successful, after the period of fatigue ends, the user gains the Power Attack and Vital Strike bonus feats.

Occult Gymnast's Rings: This device increases the user's dexterity, and is constructed using *cat's grace.* At the end of the workout the user must succeed at a DC 12 Acrobatics check; if successful they are affected by *cat's grace* at the end of the fatigue period.

Occult Speedbag: This training device increases the user's hand to hand combat ability and is constructed using *cat's grace.* At the end of the workout the user must succeed at a DC 12 DEX check; if successful, after the period of fatigue ends, the user gains the Improved Unarmed Strike and Weapon Finesse (unarmed strike) bonus feats.

Occult Workout Equipment: Various devices increase the wearer's physical attributes in any number of ways. These include enchanted weight benches, resistance machines, squat machines, and other body building devices. At the end of the workout the user must succeed at a DC 10 ability check (either STR, DEX or CON) depending on what attribute the device enhances. At the end of the fatigue period, the user benefits from either *bear's endurance, bull's strength* or *cat's grace*, depending on the ability tested. That spell must be used in the device's construction.

Construction
Requirements Craft Wondrous Items, *bull's strength, bear's endurance, cat's grace, eagle's splendor* or *haste (see description)*
Cost 20,000 gp (DC 28) or 30,000 gp (DC 30) for occult treadmill

OCCULT RECORDING STUDIO

Aura moderate transmutation **CL** 10th
Slot none **Price** 40,000 gp (DC 31)
Weight several tons (architectural feature)
The 109 Building in Shibuya is headquarters for dozens of music labels, as well as independent artists and media producers. The skyscraper is honeycombed with recording studios; all of the studios are of excellent quality, with top of the line equipment, but a handful of these recording stages are especially famous. Artists will do anything for a chance to record in one of these 'lucky' studios and for good reason. The magic ensures that the performances they give will be legendary.

There are several different types of occult recording equipment, but all follow the same basic rules. Activating the device's magic requires the user to perform for at least an hour and succeed at a Perform skill check unique to the device. If this check is successful, the user is considered *fatigued* for 1d3 hours. After this period of fatigue ends, the user gains the benefit of the device's stored spell or effect This spell remains in effect until the user next sleeps or rests. A user cannot use a set of occult recording equipment while fatigued or exhausted.

Occult Music Studio: Each music studio is keyed to a specific kind of performance, such as Perform (sing), Perform (stringed instrument) and the like. After performing for an hour and succeeding at a DC 15 Perform check of the appropriate kind, the performer gains the benefit of *eagle's splendor* after the fatigue period ends.

In addition, the user gains an additional 5 rounds of bardic performance, which must be used with the associated performance type; if the performer is not a bard, they are treated as a 1st level bard with only 5 rounds of bardic performance to draw upon until they next sleep or rest.

Once per day, the Occult Music Studio's type can be changed, by modifying the physical layout of the recording studio, adjusting sound and playback levels and the like. Doing so chances the associated Perform type, and requires an hour of work.

Occult Video Studio: This studio is keyed to either Perform (act), Perform (comedy), Perform (dance) or Perform (sexual) checks, and any of these skills can be used to pass the video studio's test. It requires a DC 15 Perform (act, comedy, dance or sexual) check to activate the studio's magic. If the check is successful, the performer gains a +8 luck bonus on the associated check after the fatigue period ends. The performer gains a +2 increase to saving throw DC if any of these performance type are used in a bardic performance.

Construction
Requirements Craft Wondrous Items, *eagle's splendor,* creator must be a bard
Cost 20,000 gp (DC 28)

OCCULT EQUIPMENT VERSUS POTIONS

Occult gym equipment or recording equipment provides an effect similar to a potion of *bull's strength* or similar spell. However, they're a lot more costly. The increased cost of occult equipment is that the occult equipment can provide its benefit to potentially dozens of users per day and its effects are much longer lasting. If a character can rapidly remove fatigue, either by mundane or magical means, they can benefit from several occult workouts in quick succession, buffing themselves for the adventure to come. Likewise, an entire adventuring party can benefit from owning one of these enchanted machines, and can easily split the cost.

OCCULT SMART PHONE

Aura moderate divination **CL** 7th
Slot none **Price** 56,000 gp (DC 32) **Weight** negligible
Many different tech-savvy enchanters manufacture these enchanted cell phones, some of them are mass produced by occult-tech companies. The most popular brands include:

- The sleek and functional *Silk-Rope*, running the popular Treebranch 1.08 operating system –the de facto 'official' cell phone of the undead girls of the Hanging Academy.
- The bulky and retro-kawaii *Heavenly Rain* clamshell flip phone, favored by good-aligned Kami.
- The obsidian touchscreen, the *Soul Charred*, the favorite smartphone of evil-aligned Kami and other infernal beings.
- The *Monkey's Paw*, with its bright gold case and AI-chimp mascot, popular among adventurers of all sorts.
- The *Fox Flight III*, a quick and responsive smartphone with a kickass search engine and unique, Kitsune-coded OS.

Regardless of the brand, the Occult Smart Phone is under a permanent *supernatural calling plan* effect, and will function on any foreign plane just as it does in Japan. This enchanted smart phone never needs charging or routine maintenance.

Construction
Requirements Craft Wondrous Items, *supernatural calling plan*
Cost 28,000gp (DC 29)

ONI-BANE MEMENTO

Aura faint abjuration **CL** 3rd
Slot varies **Price** 300 gp (DC 14) **Weight** neg.
For most mortals there is no defense against demonic evil; humans unfortunate enough to live in Black Tokyo are easy prey to demonic hungers and lusts. Oni-Bane Mementos are tiny charms, sacred and highly personal relics that offer some measure of supernatural protection against demonic evil. Charms can take any number of forms, from jade or silver religious rituals to a scrap of cloth perfumed with a lover's scent, to a stylish cell phone charm made of high impact plastic and glass. No matter their appearance, these tiny little charms offer a potent defense.

Anyone wearing an Oni-Bane Memento is considered to have the Tantric Wisdom feat purely for the purpose of determining what supernatural effects can effect them.

Additionally, if the Oni-Bane Momemento's wearer ever fails a saving throw against an ability or attack form used by a creature with the Outsider type, the wearer can choose to destroy the Memento. Doing so allows the wearer to re-roll the failed saving throw; this destroys the Oni-Bane Memento.

The Oni-Bane Memento must be worn on are be within a few inches of the wearer (such as attached to a cell phone carried in a purse, for example) for the wearer to gain the protection. The wearer can choose which body slot to wear the Memento in.

Construction
Requirements Craft Wondrous Item, *bless*, creator must posses either the Tantric Wisdom feat or the Bless Gohei starting talent
Cost 150 gp (DC 11)

ONI-BANE RIBBONS

Aura faint transmutation **CL** 1st
Slot weapon (special) **Price** 2,000 gp (DC 20) **Weight** neg.
Too many weapons are useless against supernatural evil. Oni can shrug off high caliber ammunition and laugh off otherwise lethal katana strokes. Enchanting weapons is expensive and time consuming, and if the weapon is ever lost or destroyed, the effort is wasted. Black Tokyo's military demonologists devised a unique solution.

Oni-bane Ribbons are colorful cloth ribbons inscribed with prayers and arcane formula, which can be wrapped around the handle of any weapon: they can be tied around the hilt of a sword, wrapped around an axe handle, or tied tight around a AR-15's grip with equal ease.

Multiple ribbons of different colors can be tied around a single weapon to enhance its capacities. The same ribbon can be tied and untied dozens of times, 'hot-swapping' between weapons and bestowing their temporary enchantments as needed. Wrapping a Ribbon around a hilt or removing it is a full round action, which provokes attacks of opportunity.

- *Black and White Cord:* Two thin cords, one of each color are twined together to produce this powerful fetish. When used to attack any outsider, the weapon or its ammunition has its critical threat range increased by 1.
- *Blood Cord:* This deep red and brown cloth ribbon grants the weapon or its ammunition a +2 enchantment bonus on damage rolls against Outsiders and corporeal Undead. This cord always smells faintly of old blood, and occasionally drips blood.
- *Blue Ribbon:* This blue silk ribbon is usually decorated with green or white scale patterns silk-screened onto the fabric. A weapon wrapped in this ribbon grants a +2 enchantment bonus on attack rolls made against Outsiders.
- *Eyrines Ribbon:* This black and pink cloth ribbon helps soldiers hunt human monsters. Once per minute, any weapon (or ammunition fired from a weapon) wrapped with this cord can inflict an additional die of damage, if the target has ever raped a sentient creature. The attacker must declare the use of this ability prior to rolling to strike.
- *Silver Cord:* This nearly invisible silver chain allows the weapon or its ammunition to be treated as a silver weapon for overcoming Damage Reduction.. It is often decorated with silver protective charms or moon symbols.
- *Sun Cord:* This relatively thick golden chain is often decorated sunburst, triangle and zig zag designs. Any weapon wrapped with this cord receives a +2 enchantment bonus on attack rolls made against mindless Undead.

Construction
Requirements Craft Magic Arms and Armor, *keen edge*
Cost 1,000 gp (DC 17)

OTAKU'S PLAYER

Aura faint divination **CL** 1st
Slot none **Price** 900 gp (DC 17) **Weight** 2 lbs
Occult artisans make a nice profit selling these useful and weakly magical DVD/Blu Ray players, especially to foreign otaku. The price is fairly steep, but it's worth it for those who want to be able to watch anime not planned for release in America, and in English and with the occult connections to pay for that convenience.

This player functions as a region free DVD/Blu Ray player. In addition, it automatically translates any media played into English (or another language chosen by the caster when the Otaku's Player is built.) The magical dubbing is (mostly) accurate, but occasionally a nonsensical sentence or two slips out.

Construction
Requirements Craft Wondrous Items, *comprehend languages*
Cost 450 gp (DC 15)

OTOKU-SAN DOLL

Aura faint enchantment **CL** 5th
Slot none **Price** 30,000 gp (DC 30) **Weight** 2 lbs
Many varieties of these dolls exist, from simple cloth dolls dressed in a traditional kimono that looks like a relic of the 17th Century, to customized and articulated anime dolls from major manufacturers to cartoon plush animals. Whatever the case, the doll's forehead bears a kanji for luck and protection, and the doll has two big, bright and happy eyes.

While carrying the Otoku-San Doll, a character receives a +1 luck bonus on all saving throws. In addition, up to 3x per day, the character can decide to roll a D6 and apply the result to any saving throw. The character must decide to use

this ability before making the saving throw. Each time this ability is used, one of the Otoku-San Doll's eyes close. If this ability is used a third time within the same day, the doll cracks or rips, and is destroyed. The doll suffers no harm if only used in this manner twice per day.

Construction
Requirements Craft Wondrous Item, *prayer*
Cost 15,000 gp (DC 27)

PARASOL, AWACS

Aura moderate divination **CL** 5th
Slot none **Price** 30,000 gp (DC 30) **Weight** 2 lbs
This traditionally styled Japanese umbrella is made from silk with a non-articulated bamboo frame. The underside of the umbrella is a vivid red and gold floral print, while the top side of the umbrella is a metallic military grey, accented by a thick black aircraft identification number.

While holding the AWACs Parasol, a flying creature is surrounded by an extrasensory web 150 ft in diameter. The character suffers no penalty on Perception checks due to distance within this area. When making a Perception check to determine if you may act during a surprise round or an Initiative check, roll 2D20 and take the better of two dice rolls. The AWACs Parasol only provides these benefits when the character is flying.

Construction
Requirements Craft Wondrous Items, *clairaudience/clairvoyance, true strike*
Cost 15,000 gp (DC 27)

PARASOL, BATTLESHIP

Aura moderate divination **CL** 6th
Slot shield **Price** 8,450 gp (DC 25) **Weight** 5 lbs
This traditional rice-paper and bamboo parasol is a vibrant pink fading to red at the edges, and incorporates a rather elegant sakura blossom *mon*. This shield is considered an appropriate, optional part of the duty uniform of the *105th Joint Fighter Wing.*

The Battleship Parasol functions as a **+1 light wooden quickdraw shield.**

While carrying the Battleship Parasol, the character's Combined Fleet Guns inflict a base d12 damage dice, and gain the *distance* magical weapon property, as well as gaining a +1 enhancement bonus, which stacks with existing enhancement bonuses to a maximum of +5

Special: Only Combined Fleet POETICA may benefit from this magic shield; other creatures treat it as a masterwork light wooden quickdraw shield instead.

Construction
Requirements Craft Magic Arms and Armor, *BFG, clairvoyance/clairaudience*
Cost 4,225 gp (DC 23)

PARASOL, DEMON QUEENS

Aura faint illusion **CL** 5th
Slot shield **Price** 6,500 gp (DC 24) **Weight** 6 lbs
This *Gothic Aristocrat* styled parasol is crafted from black lacquered bamboo and ebony silk, ribbons and lace. It's long, smooth handle is wrapped with black leather thongs and its tip is carved in the image of a squatting, leering gargoyle.

The Demon Queen's Parasol functions as a **+1 light wooden quickdraw shield.**

While carrying the Demon Queen's Parasol, the character adds her busty bonus to Armor Class to Stealth checks, and her shield's armor check penalty never applies to Stealth checks. She also applies her busty bonus to AC to saving throws against gaze attacks.

Special: Only female characters with the Busty Extreme trait may benefit from this magic shield; other creatures treat it as a masterwork light wooden quickdraw shield instead.

Construction
Requirements Craft Magic Arms and Armor, *invisibility, silence*
Cost 3,250 gp (DC 22)

PARASOL, ORDINARY

Aura faint abjuration **CL** 3rd
Slot shield **Price** 2,900 gp (DC 22) **Weight** 3 lbs
It seems like every Japanese person walking through the crowded streets of Tokyo on a rainy afternoon carries a simple, transparent plastic dome umbrella. The occult version of these ubiquitous umbrellas is nearly as common, at least in the occult community.

The Ordinary Parasol functions as a **+1 light steel quickdraw shield.**

Construction
Requirements Craft Magic Arms and Armor, *mage armor* or *shield,* creator must be Japanese
Cost 1,450 gp (DC 19)

PENDANT, ASSAULT WITCH

Aura faint abjuration **CL** 3rd
Slot necklace **Price** 2,100 gp (DC 21) **Weight** negligible
This pendant is a thin circle of durable cut glass worn on a fine silver chain. The sky blue amulet is etched with the 105th JOG's crossed angel-wing and missile logo.

While wearing the Assault Witch Pendant, the character is treated as if possessing the *Assault Witch Barrier* feat. The character must wear this pendant for 24 hours to attune to it, before calling on its power. If a character already has this feat, she may use it an additional time per day. Removing it even briefly resets this time, and most Assault Witches wear their pendant even to sleep or bathe.

Special
Only characters with Assault Witch Cavalier class levels can benefit from this magic item.

Similar Items
The *Assault Witch Flight Ops Watch* takes the form of an extremely fancy aviators watch with dozens of features and complex sub-gauges. The watch's glass face is sky-blue and etched with the 105th JOG's insignia.

The *Flight Ops Watch* does not occupy an item slot, and has a purchase price of 2,600 gp (DC 20), with a corresponding increase to construction cost.

Construction
Requirements Craft Wondrous Items, *shield of faith*
Cost 1,050 gp (DC 18)

PETIT MANSION

Aura overwhelming conjuration **CL** 13th
Slot immobile part of a structure **Price** 182,000 gp (DC 36)
Weight ½ - 2 tons
Black Tokyo's ultra-wealthy, as well as working sorcerers capable of doing the work and casting this spell themselves create petit mansions, turning even the tiniest efficiency apartment into a palace. When a petit mansion is constructed, an existing permanent structure, such as a home or apartment is enchanted. Rich vermillion columns, like those supporting a *torii* gate, are placed at every corner, and painted in gold *kanji* promising prosperity.

The Petit Mansion expands the dimensions of the enchanted structure dramatically, adding at least four to five times the internal volume that the structure's exterior dimensions would suggest. The Petit Mansion's décor is chosen by the spell caster when the structure is enchanted. New walls, windows and doors are placed as the spellcaster desires, and are constructed of the same material as the structure's existing walls, and have identical hardness and

HP. The magic of the Petit Mansion keeps the structure perpetually clean and fairly organized, as if the structure was under a permanent *prestidigitation* effect set to clean and freshen the area.

Once the Petit Mansion is constructed, it cannot be removed from the structure without permanently destroying the enchantment. If the Petit Mansion is dispelled or destroyed, objects and creatures in excess of the structure's normal capacity are gently squeezed outward, and may take crushing damage from being squeezed against walls or furniture.

Construction
Requirements Craft Wondrous Item, *mage's magnificent mansion*
Cost 91,000 gp (DC 33)

PRINCESS CORONET, BLUE

Aura strong evocation **CL** 12th
Slot head **Price** 19,200 gp (DC 28) **Weight** 1 lb
How this tiny, cute crown stays atop the wearer's head is a mystery for the ages. The coronet's metal is a gleaming platinum, inlaid with sapphires and runic patterns, surrounding a blue satin center.

While wearing the Blue Princess Coronet, the wearer can call upon *divine power* once per day. While the divine power effect is active, the wearer gains Spell Focus (or Improved Spell Focus if she already posses Spell Focus) for one school of magic of her choice.

Special: Only female creatures can benefit from the Princess Coronet.
Construction
Requirements Craft Wondrous Items, *divine power*
Cost 9,600 gp (DC 25)

PRINCESS CORONET, GREEN

Aura strong evocation **CL** 12th
Slot head **Price** 19,200 gp (DC 28) **Weight** 1 lb
How this tiny, cute crown stays atop the wearer's head is a mystery for the ages. It is formed from intricate silver knotwork, inlaid with emeralds, enclosing a crushed velvet, forest green center. The crown is topped by a symbol of royalty, often a tall cross, orb or diamond shaped insignia.

While wearing the Green Princess Coronet, the wearer can call upon *divine power* once per day. The wielder gains proficiency with all shields and the Improved Shield Bash feat.

Special: Only female creatures can benefit from the Princess Coronet.
Construction
Requirements Craft Wondrous Items, *divine power*
Cost 9,600 gp (DC 25)

PRINCESS CORONET, RED

Aura strong evocation **CL** 12th
Slot head **Price** 19,200 gp (DC 28) **Weight** 1 lb
How this tiny, cute crown stays atop the wearer's head is a mystery for the ages. It is formed from golden bands, jeweled with rubies and tiny diamonds, enclosing a crushed red velvet center. The crown is topped by a symbol of royalty, usually a blunt Maltese cross, orb or golden tines suggesting a sunburst.

While wearing the Red Princess Coronet, the wearer can call upon *divine power* once per day. If the wearer is wielding any form of mace or flail, the duration of the *divine power* effect is extended by +3 rounds, to 15 rounds. If the wearer drops the mace or disarmed, the additional rounds of duration are immediately lost.

Special: Only female creatures can benefit from the Princess Coronet.
Construction
Requirements Craft Wondrous Items, *divine power*
Cost 9,600 gp (DC 25)

PROJECT: CUTE PET

Aura faint enchantment **CL** 1st
Slot none **Price** 2,000 gp (DC 20) **Weight** 2-3 lbs
Project: Cute Pet is a name brand tiny pet robot in the shape of an absolutely adorable purse dog, with a realistic fur covering. It constantly yelps, barks and scampers around an apartment, demanding constant petting and attention.

The Cute Pet has no real game play statistics; it is a toy, nothing more. However, the Cute Pet brings prosperity and good luck to an owner that plays with it, and occasionally buys upgrades and accessories. If the owner spends at least 1 hour a day playing with the Cute Pet, she receives a +1 luck bonus on Craft and DEX-based skill checks.

Construction
Requirements Craft Wondrous Items, *bless*
Cost 1,000 gp (DC 17)

PSYCHOLOGICAL NOOSE

Aura faint divination **CL** 3rd
Slot neck **Price** 9,000 gp (DC 25) **Weight** neg.
The Psychological Noose is the symbol of membership in the Hanging Academy's student-run Psychology club. It is a very thin and very tight hemp noose with interlaced pink and purple threads, worn around the throat like a strange necklace. Humans find it uncomfortable, but in the unbreathing Goryohime race, wearing the Psychological Noose evokes only pleasurable memories of suffocation.

The Psychological Noose helps members of the Psychology club discover human girls contemplating suicide, either because of dreams of the Great Tree, or because of ordinary, non-supernatural depression. The Psychological Noose provides the wearer with a +5 enchantment bonus on Sense Motive checks to determine if a human female is suicidal, and if so, the reasons why. The wearer may make a Sense Motive check to determine suicidal ideation if she merely comes within 10 ft of a human woman, even if she is not actively attempting to interact with the character.

Construction
Requirements Craft Wondrous Item, *detect thoughts*
Cost 4,500 gp (DC 23)

PURE JINGASA

Aura strong abjuration **CL** 11th
Slot head **Price** 132,000 gp (DC 35) **Weight** 3 lbs
A *jingasa* is an armored hat similar in design to the conical hats of peasants working the fields. This particular *jingasa* is woven from white reeds and layered with ivory cloth and translucent mesh veils.

While wearing the Pure Jingasa, the character becomes immune to petrification and polymorphing, as well as spells with the *skatto* descriptor. While wearing the Pure Jingasa, the character must succeed at a caster level check with a DC equal to 25 + the spell's level, or the spell is wasted. If the character successfully casts a skatto spell, the Pure Jingasa darkens with brown and amber stains, and becomes useless for 24 hours.

Construction
Requirements Craft Wondrous Item, *super busty bride!*
Cost 66,000 gp (DC 32)

RADAR CROWN

Aura moderate divination **CL** 9th
Slot head **Price** 67,500 gp (DC 32) **Weight** 5 lbs
This angular aluminum crown features a pair of protruding tines resembling radar ranging arrays protruding from either side, just above the wearer's ears. A small ivory oval rests in the center of the diadem, in the center of the wearer's forehead.

The Radar Crown allows the wearer to use a modified form of *deep scan* at will as a full round action. The range of this effect is 100 kilometers, and only functions within an atmosphere.

Special: If the wearer of the Radar Crown possesses the AWACs Witch feat, the character gains AWACs Scout as a bonus feat while the crown is worn.

Construction
Requirements Craft Wondrous Items, *deep scan*
Cost 33,750 gp (DC 30)

RAPE PURE BANNER

Aura strong abjuration and evil **CL** 11th
Slot none **Price** 132,000 gp (DC 35) **Weight** 5 lbs
The infamous ***Rape Pure Tournament*** advertises its sadistic bouts with heavy black silk banners dense with blood red kanji and horrific red-line artwork depicting muscular men beating and raping young women. Particularly important bouts have these black and crimson banners hanging from every wall.

Each Rape Pure Banner radiates a continual *purity of rape* effect in a 60 ft radius.

Similar Items
The burly monster, ***Taru Tsuyoi,*** and his favorite fighters carry a version of this magic item as a ring, necklace or keyfob. This variant item might occupy the ring or neck slot (or no slot in the case of the keyfob). Cost and construction requirements are otherwise identical.

Construction
Requirements Craft Wondrous Items, creator must be evil, creator must have committed rape on at least 3 occasions, *purity of rape*
Cost 66,000 gp (DC 32)

RIHO SAYASHI'S ART BOOK

Aura faint enchantment **CL** 2nd
Slot none **Price** 900 gp (DC 17) **Weight** negligible
Riho Sayashi is the reclusive genius behind Akiba Foundry's popular line of transforming mecha toys, and glossy coffee-table art collections command a high price among *otaku* and mecha-fans in general. Her artbooks are always excellent sellers at the Akiba Foundry's gift shop.

A character who owns Riho Sayashi's Art Book and consults it during a construction project receives a +3 competence bonus on Craft (mechanical) and Craft (electronic) checks made to build or repair high tech devices, such as computers, cybernetics, advanced weapons, mecha and vehicles.

Construction
Requirements Craft Wondrous Items, creator must have 5 ranks in Craft (visual arts) and at least 1 rank in Craft (mechanical)
Cost 450 gp (DC 15)

ROMANESQUE MAGIC ITEMS

The Oyari Musical Academy produces a variety of 'Romanesque" magical items- minor items of clothing or accessories that assist its young students in various subtle ways. Such items are often presented as prizes to students for top musical performance or excellent grades, or are gifts from Oyari himself to his favorites.

ROMANESQUE HEADBAND

Aura faint transmutation **CL** 3rd
Slot head **Price** 500 gp (DC 15) **Weight** negligible
This silk-lined, adjustable headband is fairly simple, printed with a falling leaf pattern and manufactured in the brown and burgundy colors of the Oyari Musical Academy.

While wearing the Romanesque Headband, the character receives a +1 competence bonus on Knowledge (arcana) and Perform (sexual) checks, and these checks are always considered class skills for the wearer.
Construction
Requirements Craft Wondrous Items, *fox's cunning*
Cost 250 gp (DC 13)

ROMANESQUE KNEE SOCKS

Aura faint transmutation **CL** 3rd
Slot feet **Price** 400 gp (DC 14) **Weight** negligible
These dark brown wool knee socks are accessorized with cute white bows and are acceptable for wear with an Oyari Musical Academy uniform.

While wearing Romanesque Knee Socks, the character receives a +1 competence bonus on Perform (dance) checks. Once per day, the wearer may substitute her ranks in any other Perform skill for a single Perform (dance) check.

Construction
Requirements Craft Wondrous Items, *cat's grace*
Cost 200 gp (DC 12)

ROMANESQUE REFERENCE

Aura faint divination **CL** 5th
Slot none **Price** 2,000 gp (DC 20) **Weight** 8 lbs
This heavy encyclopedia is bound in pebbled ebony manta ray leather. The book's dimensions are an impressive 18 x 12 inches, making it a weighty and cumbersome (but quite useful) reference. Inside, the tome is lavishly illustrated and covers an exhaustive array of subjects. There's always another entry to discover that you've never seen before.

Once per day, the reader can consult the Romanesque Reference, doing so allows her to reroll a Knowledge

check she failed within the previous 24 hours. She gains a cumulative +1 competence bonus on the check (maximum +10) for every five minutes she spends reading the Reference.
Construction
Requirements Craft Wondrous Items, *timely inspiration*
Cost 1,000 gp (DC 18)

ROMANESQUE SWIM GOGGLES

Aura faint transmutation **CL** 3rd
Slot eyes **Price** 400 gp (DC 14) **Weight** negligible
Romanesque Swim Goggles look like off the shelf swim goggles, except for the silver musical note logo emblazoned on the adjustable strap.

While wearing Romanesque Swim Goggles, the character may use their STR or DEX modifier, whichever is higher as their key ability on Swim checks.

Construction
Requirements Craft Wondrous Items, *cat's grace*
Cost 200 gp (DC 12)

ROMANESQUE TOY

Aura faint abjuration **CL** 1st
Slot off-hand **Price** 1,000 gp (DC 17) **Weight** 2 lbs
This cute stuffed animal (often a rabbit, bear or dog) is made from cast off scraps of the distinctive burgundy and brown Oyari Academy school uniforms. While the Romanesque Toy is held in the off-hand, the owner gains a +1 morale bonus to all saving throws.

Construction
Requirements Craft Wondrous Items, *resistance*
Cost 500 gp (DC 15)

ROMANESQUE WRITING PEN

Aura faint transmutation **CL** 3rd
Slot none **Price** 500 gp (DC 15) **Weight** negligible
This high quality, golden pen writes smoothly and cleanly, and never runs out of stark black ink. The pen's cap is impressed with the Oyari Musical Academy crest.

While carrying or using a Romanesque Writing Pen, the character receives a +1 competence bonus on Linguistics and Use Magic Device checks, and these checks are always considered class skills.

Construction
Requirements Craft Wondrous Items, *fox's cunning*
Cost 250 gp (DC 13)

RUSU SOKUSU

Aura moderate transmutation **CL** 8th
Slot feet **Price** *+2* 4,000 gp (DC 23) *+4* 16,000 gp (DC 27) *+6* 36,000 gp (DC 30)
Weight negligible
The world-famous loose socks favored by fashionable Japanese schoolgirls can be enchanted to make the wearer even more confident and alluring. These thick, floppy topped white cotton and wool socks have tiny rings of precious metal sewn into the soles: silver, gold or platinum depending on the item's potency.

Rusu Sokusu function identically to *headbands of alluring charisma*, and provide an example of how traditional magic items can be re-skinned for use in the *Black Tokyo Campaign Setting.*

Similar Items
More athletic Gyaru might enchant special rusu sokusu to enhance other ability scores, such as Strength or Constitution using the spells *bull's strength* or bear's *endurance*. Characters with the Ninja cultural template night enchant special tabi to increase their Dexterity, only usable by fellow Ninja. Goryohime often enchant scarves, necklaces, neckties and even ceremonial nooses (all of which occupy the neck item slot) with similar spells and effects.

Special Only female characters with the *Gyaru* cultural template may benefit from this magic item.
Construction
Requirements Craft Wondrous Item, *eagle's splendor,* creator must be a female with the *Gyaru* cultural template
Cost *+2* 2,000 gp (DC 20) *+4* 8,000gp (DC 23) *+6* 18,000 gp (DC 28)

SAIDAIJI LUCK STICK

Aura faint enchantment **CL** 4th
Slot none **Price** 16,000 gp (DC 28) **Weight** 1 lb
This lucky stick is a smooth bamboo stave about half a meter long, darkly lacquered and painted with inscribed red kanji. They are presented as gifts to attendees a grand festival at the Saidaiji Temple each year, though the competition for them is fierce.

If a pinch of incense (1 gp/ DC2) is burned before the Saidaiji Luck Stick for at least 10 minutes, the stick's owner gains the benefit of an *Aid* spell that lasts one hour from the time the incense burns out. The stick's owner receives a +1 luck bonus on all Profession checks.

Saidaiji Luck Sticks only function for a year from their date of completion. After this time, their magic fades and they become a simple, non-magical art object.

Construction
Requirements Craft Wondrous Items, *aid, guidance*
Cost 8,000 gp (DC 25)

SALARIMANS TIE

Aura faint necromancy **CL** 1st
Slot neck **Price** 2,000 gp (DC 20) **Weight** neg.
This silk tie slowly changes color throughout the work day, but always shifts to somber shades of blue, black, brown or grey. Like the Salariman's Watch, this tie is a popular status symbol and piece of convenience-magic. It is a symbol of greed and competition, and thus, is often worn by the Amakaze's servitors.

While wearing a Salariman's Tie, the character receives a +2 profane bonus on opposed Bluff and Diplomacy checks and a +5 profane bonus on Intimidate checks made against characters with a lower Wealth Bonus than the wearer's own.

Special: Only males can benefit from this magic item.
Construction
Requirements Craft Wondrous Item, *bane*
Cost 1,000 gp (DC 17)

SALARIMANS WATCH

Aura faint divination **CL** 5th
Slot wrist **Price** 5,000 gp (DC 23) **Weight** neg.
This masculine, silver wrist watch features stylish onyx numerals and has a generally trendy, off the rack design. Only the mystical kanji laser etched into the back of the case reveal the Salariman's Watch as anything other than a status symbol. Salarimen who can afford the price, and have enough faith in magic to commission one, value these mystical trinkets highly.

The Salariman's Watch eases modern life in quite a few minor, yet convenient ways. The wearer receives a +2 luck bonus on white-collar type Profession checks and sexually oriented Diplomacy checks, as well as a +1 luck bonus on Wealth checks.

Special: Only males can benefit from this magical item.
Construction
Requirements Craft Wondrous Item, *guidance*
Cost 2,500 gp (DC 21)

SKATTO WATCH

Aura faint enchantment **CL** 5th
Slot wrists **Price** 5,600 gp (DC 24) **Weight** negligible
This child-sized watch has a transparent yellow clamshell dome over the face, and a faux-leather brown plastic band. Beneath the clamshell cover, the cartoon poop-pile hour hand chases the yellow urine drop minute hand.

Once per day, as a standard action, the wearer can manipulate the cartoony hands of the Skatto Watch. For 1d4+1 rounds after doing so, all spells and spell-like with the *skatto* descriptor, directly cast by the wearer are treated as being *quickened*. *Skatto* spells cast from scrolls, wands or similar devices are not *quickened*.

Construction
Requirements Craft Wondrous Items, creator must be an Akaname, Quicken Spell, Skatto Mastery
Cost 2,800 gp (DC 21)

SLIT MOUTH MASK

Aura moderate necromancy **CL** 7th
Slot head **Price** 104,000 gp (DC 34) **Weight** neg.
This heavy crimson velvet mask fits over the mouth and nose, and every few seconds, another drop of blood drips from beneath the cloth to spill on the wearer's throat or breasts.

While wearing the Slit Mouth Mask, the wearer's face is painlessly, but completely mutilated, a long horizontal razor-cut runs from one cheek to the other. The wearer cannot speak above a whisper, nor use spells with vocal components. Each minute the Slit Mouth Mask is worn, the wearer suffers 1 point of slashing damage.

While wearing the Slit Mouth Mask, the wearer becomes lethally adept at wielding the same type of weapons that mutilated the face of the first woman to wear the mask. The critical hit range of any slashing weapon is increased to 15-20 while wearing the Slit Mouth Mask.

Construction
Requirements Craft Wondrous Item, *keen edge, bestow curse*
Cost 52,000 gp (DC 32)

SOCIOPATHS MASK

Aura strong illusion **CL** 10th
Slot head and eyes **Price** 57,000 gp (DC 32) **Weight** 2 lbs
Black Tokyo's vilest sexual predators often commission such masks, to hide their crimes not only from mortal heroes, but from the knowledge of Heaven itself. These full face rubber masks are always ridiculous, but somehow threatening: full face masks shaped like sliced watermelons

with reflective eye holes cut out, leering *Doramon* masks that look more serial killer than cute cosplayer, and similarly random shapes.
While wearing the Sociopath's Mask, scrying and supernatural methods of vision (such as x-ray vision or similar abilities) will not reveal the creature's facial features, nor the wearer's voice, and the wearer is treated as being under a permanent *undetectable alignment* effect. Only the wearer can remove the mask, and cannot be magically or psionically compelled to do so.

While wearing the Sociopath's Mask, the character takes no additional damage from weapons or effects with the Eyrines property and is not considered to have ever committed rape for powers and abilities which trigger against rapists.

Construction
Requirements Craft Wondrous Items, *false vision, undetectable alignment,* creator must be evil and possess the Without Conscience feat
Cost 28,500 gp (DC 29)

SONODA INDEX

Aura strong divination **CL** 10th
Slot none **Price** 10,000 gp (DC 26)
Weight 4 lbs
This phonebook sized manga instructional manual is the definitive reference for both firearms and automotive mechanics. It features exactingly researched, and dizzyingly intricate illustrations of practically every gun (and classic car!) in the world, from the common place to the truly obscure.

After spending at least 40 hours studying the Sonoda Index, a character gains any one of the following feats as a bonus feat, chosen by the student. A character can only receive each feat once, but long study of the Sonoda Index can provide all the following feats.

- Advanced Firearms Proficiency
- Burst Fire
- Personal Firearms Proficiency
- Force Stop
- Master Crafter (either firearms or vehicles, choose only one)
- Skill Focus (Craft: mechanical or Craft: gunsmith, choose only one)
- Skill Focus (Drive)
- Weapon Focus (any single firearm of choice)

Construction
Requirements Craft Wondrous Items, creator must have Gearhead and Personal and Advanced Firearms Proficiency, and at least 10 ranks in Craft (gunsmith or mechanical)
Cost 5,000 gp (DC 23)

SPICY EARS

Aura faint transmutation **CL** 5th
Slot head **Price** 1,800 gp (DC 20) **Weight** negligible
These faux fur ears look like a silk and fur imitation of a wolf's ears, attached to a simple headband. When donned, they perk up and come to life, seemingly becoming part of the wearer's body; they even show as much emotion as a happy puppy's ears do.

While wearing Spicy Ears, a character gains a +4 bonus on hearing-based Perception checks, and may always make hearing-based Perception checks to detect movement, even if not actively listening.

Construction
Requirements Craft Wondrous Items, *beast shape I*
Cost 900 gp (DC 17)

STATION MASTERS STICK

Aura moderate conjuration **CL** 10th
Slot none **Price** 23,600 gp (DC 29) **Weight** negligible
This conical, lighted wand is made of hard plastic, and is used to guide train conductors to the station via simple hand signals. The handle is wrapped with fine linen inscribed with golden kanji, the only indication this wand is not the ordinary light stick it appears to be. These magic devices are some times presented to senior station masters- those with 20 or more years of excellent service- by either the Japanese Diet or the mega-corps that run Japan's rail system. Such wondrous items are returned, upon the station master's death or retirement.

Once per day, the holder can conjure a *Late Train* as the spell, capable of taking passengers up to 10 miles. More importantly to most station masters, the person holding the stick receives a +6 enhancement bonus on Perception checks made to spot pick pocketing; the wielder is allowed to make a Perception check when he merely comes within 10 ft of a pick pocket attempt, whether or not he is actively searching.

Construction
Requirements Craft Wondrous Items, *late train*
Cost 11,800 gp (DC 26)

SUEKEBANS GLOVES

Aura moderate transmutation **CL** 5th
Slot hands and wrists **Price** 1,900 gp (DC 20)
Weight negligible
These eblow-length, glossy rubber fighting gloves have red stitching and red and orange leather cut outs on the palms; the wrists are protected beneath heavy plastic bands in alternating black and red bands.

While wearing the Suekeban's Gloves, any manufactured melee weapon wielded by the character gains the reach and deadly weapon properties. Weapons with reach have their reach extended by +10 ft; the wielder can still threaten adjacent squares with their weapon.

Construction
Requirements Craft Wondrous Items, *improbable weapon*
Cost 850 gp (DC 17)

SWEET SUGAR NECKLACE

Aura faint divination **CL** 3rd
Slot neck **Price** 3,200 gp (DC 22) **Weight** negligible
This girlishly cute necklace is made of bright costume gems and white gold. The bangles hanging from the chain resemble tasty candies and slices of cake decorated with sparkling gems.

While wearing the Sweet Sugar Necklace, the wearer receives a +5 bonus on Profession (baker or confectioner) checks. The wearer can accurately identify the composition of any thing she eats or drinks, down to the most minute ingredient. She can identify poisoned or diseased food as well as potions by sampling a tiny, harmless portion.

Construction
Requirements Craft Wondrous Item, *identify*
Cost 1,600 gp (DC 19)

SWEET SUGAR RING

Aura faint conjuration and illusion **CL** 5th
Slot ring **Price** 10,000 gp (DC 26) **Weight** negligible
This girlishly cute ring is made of plastic and costume jewelry and looks like a plastic cupcake, glistening with pink frosting, gemstone nuts and sparkles that look like delicious sugar.

Wearing this ring provides a character with Spell Focus (illusion) as a bonus feat. Each day, the wearer can open her palm, revealing 2d4 ripe strawberries that taste like fine pastry, as per the *goodberry spell.*

Construction
Requirements Forge Ring, *goodberry,* creator must have Spell Focus (illusion)
Cost 5,000 gp (DC 23)

SWORD ART SCARF.

Aura faint divination **CL** 5th
Slot neck **Price** 2,200 gp (DC 18) **Weight** negligible
This short woolen scarf (really more a kefiah), is pristine white broken by circuit line black stitchery. It's a favorite of warriors, adventurers and mercenary killers.

While wearing the Sword Art Scarf, the wielder is proficient with all simple and martial weapons, as well as all exotic weapons that inflict slashing damage and have a basically sword-like form. The wielder chooses a single type of sword upon each donning of this Scarf, and receives Weapon Focus with that blade as a bonus feat.

Similar Items
The ***Gunslinger's Scarf*** has a similar appearance and construction requirements (though the creator must have Personal and Advanced Firearms Proficiency as well). While wearing the Gunslinger's Scarf, the wielder gains Personal and Advanced proficiency with all firearms and gains Weapon Focus with one firearm of choice.

Construction
Requirements Craft Wondrous Items, *true strike*, creator must have BAB +5 or greater and be proficient with Simple and Martial Weapons
Cost 1,100 gp (DC 18)

TATAMI OF PEACE

Aura strong abjuration **CL** 10th
Slot none **Price** 36,000 gp (DC 30) **Weight** 5 lbs
A Tatami of Peace is a woven fiber mat about five foot square, and looks virtually indistinguishable from the mundane tatami mats that cover the floors of most Japanese homes. Occasionally, a spark of cobalt lightning can be seen arcing between the fibers, providing a clue to its mystic nature. Shinto blessings are woven on the underside of the fiber, and as the item is created, it is anointed with oil and a few drops of a Shinto priest or miko's blood.

When any religious figurine, icon or holy book is placed on the mat (a full round action), the tatami begins pulsing with a calm, holy energy, filling the room it is placed in with dim radiance, similar to flickering candlelight. This creates a zone of peace 10 ft in diameter, centered on the tatami itself. This zone of peace lasts for eight hours or until the holy artifact is removed or destroyed; the Tatami of Peace can be activated once per day.

All creatures entering the zone of peace for the first time receive the benefit of a *Remove Curse and Cure Moderate Wounds* spell cast by a 10th level cleric. Undead characters allied with the person who activated the Tatami of Peace benefit from an equivalent *Inflict Moderate Wounds* spell instead, as the goal of the zone of peace is to cure and aid friends. Creatures can only benefit from these spells the first time they enter the zone of peace.

The zone of peace is affected as a *hallow* spell for the duration of the Tatami's effect. In addition, noise from the outside world is filtered out; no sound can penetrate the zone of peace, though those within the warded area can still hear and converse normally among themselves. Those who remain in the zone of peace for at least six hours recover Hit Points at double the normal rate that day.

Construction
Requirements Craft Wondrous Item, *cure moderate wounds, remove curse, hallow*
Cost 18,000 gp (DC 28)

TEMPLE BELL

Aura overwhelming universal (good) **CL** 18th
Slot immobile part of a structure **Price** 576,000 gp (DC 40)
Weight 2-5 tons at a minimum
Most of the great old temples throughout Japan possess heirloom bells dating back centuries. Some of these bells are even older, and more impressive, including the massive bell at the Jodo Temple in Kyoto, which is so massive, it requires a five man team merely to swing the clapper. Unlike European church bells, Japanese temple bells have no internal clapper. Instead, they are rung by a team of strong temple assistants using a simple pulley system to swing a suspended log powerfully enough to create a distinct, low and resonant chime. Most temple bells are inscribed with scenes from Buddhist scripture, and are a powerful weapon against oni and undead.

Ringing a temple bell requires one or more characters to make a successful DC 40 STR Check as a full round action. The pulley system and ropes allow any number of characters to assist with the STR Check, and in many cases, five strong men or more are required to ring the temple bell. When a Temple Bell is rung, a wave of holy energy rushes across the countryside, inflicting 10d10 points of damage (WILL DC 28 half) to all non-good Outsiders and non-good Undead within range of hearing.

The Temple Bell's ring can be heard for up to 1,000 ft plus 100 ft per point by which the STR Check beats the check DC by.

The Temple Bell can be rung with magical intent once per day. Most temples only ring their Temple Bells to drive off evil when such creatures are known to plague the community, or else on regularly ritual days. Black Japan's demons and undead are well aware of these holy dates, and avoid the vicinity of temples during these dates.

Construction
Requirements Craft Wondrous Items, *dictum, miracle*
Cost 288,000 gp (DC 37)

TOKIO KID PROPAGANDA POSTER

Aura moderate enchantment **CL** 5th
Slot none **Price** 30,000 gp (DC 30) **Weight** negligible
"Tokio Kid" posters date back to WWII, and depict a snarling, barely human caricature of a Japanese soldier menacing the Western world in general, and white womanhood in particular. Once posted up in every American shop window and school house, these tattered and sunfaded, hateful posters are only found in a few museums in later days.

A non-Japanese human who views the "Tokio Kid" poster must succeed at a DC WILL 14 save, or be affected by its curse. The curse lays dormant for up to one hour after viewing the poster and fades if not triggered during that period. A cursed character is affected as by *rage,* and is compelled to physically attack the first male Japanese character they encounter after viewing the poster.

Construction
Requirements Craft Wondrous Item, *rage*
Cost 15,000 gp (DC 27)

TORQUE OF MOANS

Aura faint enchantment **CL** 5th
Slot neck **Price** 7,000 gp (DC 24) **Weight** 1 lb
By buckling this gold and ivory torque around your throat, you lose you ability to speak, though you no longer truly need your voice for anything other than soft moans of pleasure. The Torque is a heavy golden collar with a stylized vaginal motif. At the center of the metallic vulva, an ivory rune stone presses tightly against the wearer's larynx.

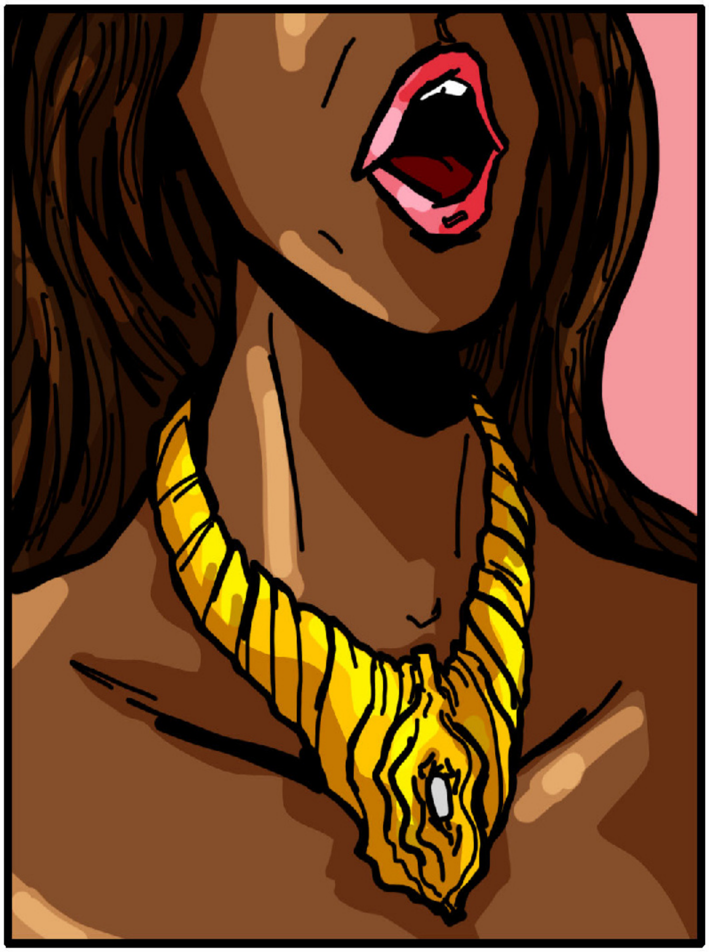
The Torque's wearer loses the ability to speak or cast any spells with verbal components while wearing the collar. In return, the wearer gains the ability to utter a moan of utter ecstasy that affects all creatures within 30 ft who can clearly hear her but otherwise functions as Quick Cum. Using this ability is a standard action.

Construction
Requirements Craft Wondrous Item, *quick cum*
Cost 3,750 gp (DC 22)

TORII CLUB CAP

Aura faint divination **CL** 3rd
Slot head **Price** 4,500 gp (DC 23) **Weight** negligible
This crisp white baseball cap is marked with a burgundy symbol resembling a torii gate, and is usually a size or two too big for the wearer, making it hang haphazardly.

While wearing the Torii Club Cap, the character may make a Perception check to detect a concealed dimensional *torii gate* when she merely comes within 100 ft of one, even if not actively searching. The character gains a +5 insight bonus on Knowledge (religion or the planes) checks made to figure out how to open a *torii gate.*



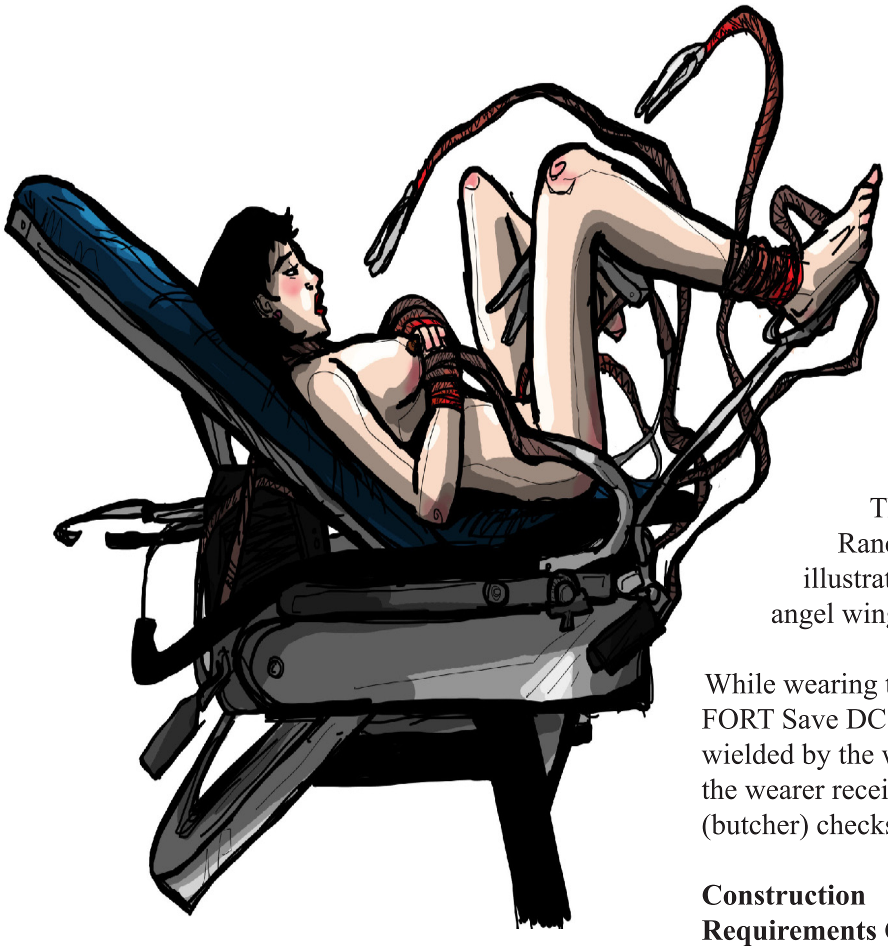
Construction
Requirements Craft Wondrous Items, *detect chaos*
Cost 2,250 gp (DC 21)

TRANSMUTATIONAL GYNO-BED

Aura overwhelming transmutation **CL** 15th
Slot none **Price** 1,260,000 gp (DC 42) **Weight** 300 lbs
This heavy metal framed gynecologist's bed could be an ordinary piece of medical furniture, if not for the arm straps and ankle chains attached to the movable stirrups. The rubber bedding is the color of clotted menstrual blood.

A woman strapped down into the gyno-bed is helpless, and can be medically transformed by a magician or surgeon. The manacles and ankle straps are mystically strengthened: Hardness 5, 15 HP, Break DC 28, Escape Artist DC 25.

The transformation process is both intensely pleasurable and agonizingly painful, and requires 1d4 hours to complete. If the transformation is interrupted before it is



complete, its effects fade within a few hours. After each hour of magical surgery, the woman must succeed at a DC 25 WILL Save. Failure indicates she stops struggling and accepts her fate, allowing her self to savor the pleasurable pain of the transformation.

The surgeon must succeed at a DC 20 Heal check for each change he wishes to inflict on the woman. Each transformation is made separately. Among the transformations the surgeon can inflict on the bound woman include:

- Remove her original racial traits and transform her to another player race.
- Alter her alignment to match the surgeon's own.
- Alter her personality to make her subservient and permanently have a Helpful attitude towards the surgeon and his allies
- Make cosmetic alterations to the woman: change ethnicity, skin color, hair or eye color, physical features. Each change is considered a separate transformation.
- Add a Fursona Disadvantage or up to 2 Build Points worth of advantages.
- Change the woman's gender to male or hermaphaditic; after this transmutation the bed's magic will not work further on that subject.

Special: The Transmutational Gyno-Bed can only affect female creatures, though it can be operated by creatures of either gender.

Construction

Requirements Craft Wondrous Item, *polymorph any object*

Cost 630,000 gp (DC 40)

UKEMOCHI SLAUGHTER FLOOR CAP

Aura faint necromancy **CL** 4th

Slot head **Price** 8,400 gp (DC 25)

Weight negligible

The killing floor workers at Ukemochi Ranch slaughterhouses wear bright red ballcaps illustrated with a cartoon cow with harp, halo and angel wings screenprinted on the brim.

While wearing the Ukemochi Slaughter Floor Cap, the FORT Save DC of any weapons with the Deadly property wielded by the wearer are increased by +2. In addition, the wearer receives a +2 competence bonus on Profession (butcher) checks.

Construction

Requirements Craft Wondrous Items, *death knell*

Cost 4,200 gp (DC 23)

UKEMOCHI SOUVENIR CAP

Aura faint divination **CL** 1st

Slot head **Price** 650 gp (DC 16) **Weight** negligible

This black cap bears the simple red cow logo of the Ukemochi Ranch Corporation, and is an occult version of the hat sold throughout Mie Prefecture in company run giftshops and souvenir stands.

The Ukemochi Souvenir Cap provides a +5 competence bonus on Profession (chef) checks when preparing beef dishes.

Construction

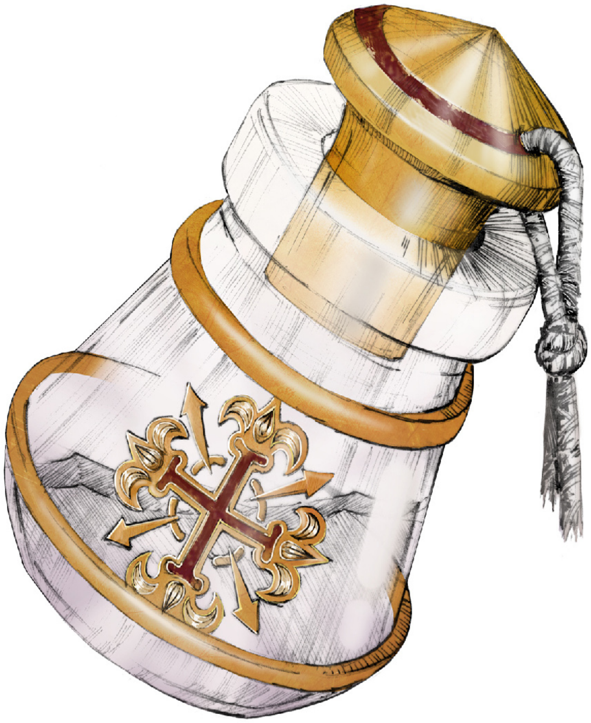
Requirements Craft Wondrous Items, *guidance*

Cost 325 gp (DC 14)

UNCTION (HEALING)

Aura moderate conjuration **CL** 5th
Slot none **Price** 10,000 gp (DC 26) **Weight** 1 lbs
This ceremonial, crystal-glass vial is stoppered with blessed gold, and is adorned with a golden and crimson cross.

When a vial of holy water is poured into Unction, it becomes a powerful healing draught. The vial of holy water becomes a *potion of cure wounds.* The strength of the potion is determined by the caster level of the divine spellcaster who pours the holy water.
CL 1-3: cure light wounds
CL 4-6: cure moderate wounds
CL 6-10: cure serious wounds
CL 11+: cure critical wounds



The healing draught loses its potency if not drank within five minutes, it loses its potency and becomes ordinary water. Only a divine spellcaster of a good aligned faith can use Unction to create a healing draught.

Construction
Requirements Craft Wondrous Items, creator must be a good aligned divine spellcaster
Cost 5,000 gp (DC 23)

UNCTION (RESTORATIVE)

Aura moderate conjuration **CL** 9th
Slot none **Price** 90,000 gp (DC 33) **Weight** 1 lbs
This ceremonial, crystal glass vial is reinforced with silver crucifix and stylized sunburst motifs.

When a vial of holy water is poured into Unction, it becomes a potent restorative draught. The vial of holy water becomes a potion of a powerful healing or restorative effect, similar to a potion, even duplicating effects that normally cannot be made into a potion. The strength of the potion is determined by the caster level of the divine spellcaster who pours the holy water. If the Unction offers a choice of spell effects, the choice is made at the moment the holy water is poured.
CL 1-3: remove paralysis / lesser restoration
CL 4-6: remove blindness deafness/ remove curse/ remove disease
CL 6-10: neutralize poison/restoration
CL 11+: breath of life

The healing draught loses its potency if not drank within five minutes, it loses its potency and becomes ordinary water. Only a divine spellcaster of a good aligned faith can use Unction to create a restorative draught.

Construction
Requirements Craft Wondrous Items, creator must be a good aligned divine spellcaster
Cost 45,000 gp (DC 31)

USUSAMA'S SHOWER HEAD

Aura moderate conjuration **CL** 5th
Slot none **Price** 12,000 gp (DC 26) **Weight** 2-3 lbs
This adjustable gold-plastic showerhead is extremely complex, with a confusing array of dials and different pressure settings. It is connected to a bronze metal hose that always seems to twist into the most infuriatingly shapes when you're trying to use it.

If a character suffering from a sexually transmitted disease or from ongoing hostile spells or spell-like abilities with the *skatto* descriptor bathes with Ususama's Shower Head it provides a successful saving throw to remove the effect. A particular character can only benefit from bathing beneath Ususama's Shower Head once per day, and Ususama's shower head can only be used every 1d3 days with magical intent.

Construction
Requirements Craft Wondrous Items, *remove disease*
Cost 6,000 gp (DC 24)

VIOLENCE BARRETTE

Aura faint transmutation **CL** 3rd
Slot headband **Price** 9,000 gp (DC 25) **Weight** negligible
These colorful hair ribbons and plastic barrettes come in an assortment of sporty, girlish styles. They adorn the hair of Black Japan's youngest, cutest warriors.

While wearing the Violence Barrette, successful attacks with any two handed melee weapon inflict an additional point of damage.

Special: Only female characters in the Young Adult age category or younger can benefit from this magic item.
Construction
Requirements Craft Wondrous Items, *bull's strength*
Cost 4,500 gp (DC 23)

VIOLENCE RING

Aura faint conjuration **CL** 4th
Slot ring **Price** 16,000 gp (DC 27) **Weight** negligible
This man's thumbring is forged from the salvaged and repurposed firing pins of several handguns, welded into a rough, black and gunmetal grey ring.

Once per encounter, when firing any firearm on full autofire, the wearer can roll the weapon's damage dice twice and take the better of the two results.

Construction
Requirements Forge Ring, *infinite ammunition*
Cost 8,000 gp (DC 25)

WIND CATCHER

Aura moderate transmutation **CL** 5th
Slot none **Price** 18,000 gp (DC 28) **Weight** 35 lbs
There are several designs of Wind Catchers, but all are one person flying wings with moderate speed and decent (if somewhat unpredictable, maneuverability). The typical design is a 5-7 ft flying wing built around a flattened occult-tech ramjet. The pilot grips a pair of steel handles on the top edge of the wing and holds on for dear life. Variant designs have a boomerang or shuriken-style configuration, but all are fairly perilous to ride. Paint applications vary wildly by user, as does the general condition of this flight board, from pristine, gleaming showroom newness to dented, battered and rusted wings that still somehow fly.

The Wind Catcher provides a rider with a Flight speed of 50 ft (average); in places of high wind, or during storms, the Wind Catcher's Flight speed increases to 75 ft (average). The rider must hold on tightly with both hands, and thus cannot attack or cast spells and remain in control of the device. If one or both hands are removed, the Wind Catcher becomes uncontrolled.

Even under ideal conditions, the Wind Catcher flies in a slightly erratic manner, subject to random up- and downdrafts. At the end of the pilot's turn each round of flight, roll D10. On a result of 1-2, the Wind Catcher descends 30 ft. On a roll of 9-10, the Wind Catcher ascends 30 ft. On a roll of 3-8, the Wind Catcher maintains level flight that round.

Construction
Requirements Craft Wondrous Items, *fly*
Cost 9,000 gp (DC 25)

WONDERFUL RICE COOKER

Aura faint abjuration **CL** 1st
Slot none **Price** 2,000 gp (DC 20) **Weight** 4-5 lbs
Nine hundred and ninety nine out of 1,000 Japanese homes feature a simple and extremely well used rice cooker sitting in a place of pride somewhere in the cramped kitchenette. It's only logical that many modern Japanese occultists would enchant the heart of their home.

Rice placed in the Wonderful Rice Cooker will never spoil or overcook, no matter how long it remains in the plastic and ceramic pot, and the Wonderful Rice Cooker radiates a continual *bless* effect that protects the entire domicile, up to 800 square feet, but does not extend to out buildings or unattached structures like sheds or garages. The Rice Cooker provides somewhat unpredictable protection against thieves- all Disable Device checks made within the residence suffer a -1d8 penalty (roll separately for each check).

Construction
Requirements Craft Wondrous Items, *bless, purify food and drink*
Cost 1,000 gp (DC 18)

WORK HARD! BANGLE

Aura faint evocation **CL** 1st
Slot none **Price** 1,000 gp (DC 18) **Weight** negligible
This one inch high plastic toy resembles a cartoony, muscular construction worker flexing his muscles. A lanyard running through the figurine's head allows it to be tied to a bag or backpack.

The Work Hard! Bangle can be attached to any container or single object weighing up to 300 lbs. When so attached, the item's weight (and the weight of anything inside the container) is set to 1 lb, and it does not affect encumbrance.

Construction
Requirements Craft Wondrous Item
Cost 500 gp (DC 15)

YAKUSHI'S BOWL

Aura faint transmutation (good) **CL** 5th
Slot none **Price** 10,000 gp (DC 26) **Weight** 1 lb
A modern imitation of the bowl used by the Buddhist saint Yakushi to brew his miraculous cures, this black bowl is decorated with the kanji for "12" written in gold.

If Yakushi's Bowl is used as part of a Craft (chemical) or Craft (pharmaceutical) check, the user receives a +1d6 luck bonus on the check. Further, a failed check does not waste any components.

Construction
Requirements Craft Wondrous Item, *bless water,* creator must possess the Medical Expert feat
Cost 5,000 gp (DC 23)

YOSHIWARA LINENS

Aura faint evocation **CL** 5th
Slot none **Price** 10,000 gp (DC 25) **Weight** 1-2 lbs
Some of the love hotels and bordellos which service Black Japan also serviced the lords of the feudal Japan, and brought sexual relief to samurai and companionship to wealthily merchants. Some still exist today, passed down from owner to owner across the generations; others are ruins standing in crumbling feudal towns, overgrown by 21st Century suburbia and forgotten. Strips of moldering cloth from these ancient houses of prostitution are stitched into fine bed linens. These thousand count sheets are marked by ancient Tantric magic.

Anyone engaging in sexual activity on a bed fitted with a set of Yoshiwara Linens receives a +1 holy bonus on saving throws made against harmful sexual magic. Some of the obscene history seen by the sheets seeps into the lovers' minds, granting a +1d4 insight bonus on all Knowledge (history) or Knowledge (nobility) checks. These benefits remain in place until the lover next sleeps or rests.

Similar cloths are rumored exist, incorporating threads from ancient European or American bordellos. These cloths would provide a similar bonus concerning their own country's history.

Construction
Requirements Craft Wondrous Items, *divine favor*
Cost 5,000 gp (DC 23)

YURI NECKLACE

Aura faint enchantment **CL** 3rd
Slot neck **Price** 900 gp (DC 17) **Weight** negligible
This silver heart necklace looks like any other mass-produced charm necklace, found in any jewelry shop in the world. However, the strange pink crystals forming the inner surface of the heart charm glow with an otherworldly light.

While wearing a Yuri Necklace, a female character gains a +3 competence bonus on sexually oriented Bluff and Diplomacy checks made against other females.

Similar Items
Masculine versions of this necklace, with sea-green crystal heart, provide identical bonuses on male sexual interactions and must be forged by a male craftsman. Even rarer versions, accented with purple crystals provide benefit against Futanari or similarly bi-gendered romances.

Special: Only female characters can benefit from this magic item.
Construction
Requirements Craft Wondrous Item, *charm person*, creator must be female
Cost 450 gp (DC 15)

MAGICAL CLOTHING AND ARMOR

105th JOINT OPERATIONS GROUP BERET

Aura faint transmutation **CL** 1st
Slot head **Price** 2,200 gp (DC 20) **Weight** negligible
Officially, the Assault Witch program is the 105th Joint Operations Group, but aside from the logo painted on the headquarters and the name on the paperwork, nobody ever refers to it as such. The committed young women who are part of the 105th are distinguished by a dark olive beret with the unit's angel-wing and missile logo emblazoned proudly.

While wearing the 105th JOG Beret, the character is under a constant *featherfall* effect, that activates if the wearer falls more than 10 ft.

Construction
Requirements Craft Wondrous Items, *featherfall*
Cost 1,100 gp (DC 18)

105th JOINT OPERATIONS GROUP FLIGHT JACKET

Aura faint abjuration and transmutation **CL** 5th
Slot armor **Price** 12,000 gp (DC 26) **Weight** 2 lbs
This heavy brown bomber jacket has a white lambskin collar. The 105th JOG's angel-feather and missile logo is displayed as a stitched canvas patch on the breast, while a pilot's personal sigil is displayed opposite. Brass fittings and a thick brass zipper close the jacket.

The 105th JOG Flight Jacket is a set of **+2 parade armor of arrow deflection.** The Flight Jacket's arrow deflection property applies to bullets (ballistic damage), though it does not apply to energy weapons. While wearing the Flight Jacket, the character receives a +2 competence bonus on REF saves made while flying.

Construction
Requirements Craft Magic Arms and Armor, *haste, shield*
Cost 6,000 gp (DC 24)

ABRAMS LEGGINGS

Aura moderate transmutation **CL** 5th
Slot feet **Price** 39,000 gp (DC 30) **Weight** 30 lbs
Taking their name from the M1-A1 Abrams main battle tank, pride of the American armored cavalry, these heavy leggings are clad entirely in olive drab steel. Heavy iron treads rolling on pig-iron casters run the length of the leggings and chew up terrain.

Abrams Leggings are **+3 Balanced Armored Leggings.** While wearing the Armored Leggings, the wearer's base land speed is never reduced by armor or encumbrance (as per the Dwarven *slow and steady* racial trait).

If the wearer of the Abrams Leggings possesses either the Combined Fleet POETICA alternate racial trait or the Tail Guns class ability, increase the damage dice size of the weapon by one step while wearing the Abrams Leggings.

Construction
Requirements Craft Magic Arms and Armor, *cat's grace, improbable weapon*
Cost 19,500 gp (DC 28)

ACADEMIC GOWN

Aura faint enchantment **CL** 5th
Slot body **Price** 7,500 gp (DC 25) **Weight** 1 lb
This modest grey cotton overshirt is usually worn over a school uniform, and is popular among occult students at a variety of mystic academies. The Academic Gown is fastened with bronze clasps forming interlocked crescent moons, and has a deep cowl that can be pulled up over the wearer's head.

The Academic Gown provides the wearer with a +5 competence bonus on Knowledge (arcana), Spellcraft, and Use Magic Device checks.
Construction
Requirements Craft Wondrous Items, creator must have 5 ranks in the listed skills
Cost 3,750 gp (DC 23)

ACADEMIA GOWN

Aura strong universal **CL** 13th
Slot body **Price** 163,800 gp (DC 36) **Weight** negligible
This frilly white silk and lace sleeping gown is comfortable and almost unconsciously sexy. Young witches and occultists love these lacy robes; they are required sleeping attire for live-in female (and transfemale) students at **Tanso Middle School** and a few other magical academies. (The cost of the gown is often subsumed into yearly tuition, and scholarships help… **a lot.)** Most female occultists hold on to these sleeping gowns well into their adult years, however.

If a female spellcaster wears the Academia for 8 hours while sleeping or resting prior to preparing spells, she gains the ability to prepare more spells (or gains temporary spell slots until she next sleeps or rests). The character gains the ability to prepare 1d4 additional cantrips or orisons (zero level spells) and one additional first level spell.

If she can cast spells beyond first, if she succeeds at an ability check made using her casting ability score (either INT, WIS or CHA) with a DC equal to 10 + the highest level spell she is able to cast, she gains an additional spell slot of the highest level spell she can cast. If the wearer has an erotic dream of any kind while wearing the Academia Gown, she receives a +1d6 luck bonus on this ability check.

Special: Only female characters can benefit from this magic item.
Construction
Requirements Craft Wondrous Items, *limited wish*
Cost 81,900 gp (DC 33)

ACROBATIC TIGHTS

Aura faint transmutation **CL** 3rd
Slot belt and feet **Price** 4,600 gp (DC 23)
Weight negligible
These comfortable, body-hugging Spandex tights are as blue as the open sky, and grant their wearer phenomenal agility.

While wearing Acrobatic Tights, the character gains a +5 competence bonus on Acrobatics checks, which increases to a +10 competence bonus on Acrobatics checks made specifically to tumble in combat.

Construction
Requirements Craft Wondrous Items, *cat's grace*
Cost 2,300 gp (DC 21)

AD-TYPE SCHOOL UNIFORM

Aura faint divination **CL** 5th
Slot armor **Price** 9,900 gp (DC 25) **Weight** 2 lbs
This synthetic leather, plastic and polymer uniform resembles a traditional Japanese school *fuku* but is cut in an ultra-modern style. The fully synthetic materials hug the body, and are equipped with wearable computing systems and advanced, integrated gadgets. Pulsing display lights and energy channels carry techno-magical power to the wearer's personal equipment.

The AD-Type School Uniform is a **+2 school uniform.** While wearing the AD-Type School Uniform, the character receives a +2 competence bonus on Computer Use and Craft (electronic) checks as well as a +1 competence bonus on ranged attack rolls with any one handed energy weapon.

Construction
Requirements Craft Magic Arms and Armor, *engineer's touch*
Cost 4,950 gp (DC 23)

ADVENTUROUS SWEATER

Aura faint illusion **CL** 5th
Slot armor **Price** 5,975 gp (DC 24) **Weight** 1 lb
This heavy woolen sweater is a dark, forest green with a military cut and a thick turtleneck collar. Its practical nature is compromised somewhat by the fact it's cut at the midriff.

The Adventurous Sweater is a set of **+1 cloth armor of silence.** It is enchanted to provide a minor bonus on a variety of skills useful to an adventuring thief or ninja.

The Adventurous Sweater provides the wearer with a +2 competence bonus on the following skills: Acrobatics, Climb, Disable Device and Sleight of Hand. The Adventurous Sweater also provides the wearer with a +1 competence bonus on CMB checks when using the Steal combat maneuver.

Construction
Requirements Craft Magic Arms and Armor, *cat's grace, invisibility, silence*
Cost 2,988 gp (DC 21)

AKIBA T-SHIRT

Aura faint evocation **CL** 1st
Slot armor **Price** 3,400 gp (DC 22) **Weight** negligible
This tight fitting yellow and grey cotton t-shirt is a magical version of the ordinary shirts sold in the Akiba Foundry's souvenir shops, and features a silk-screened graphic of a cool-looking mecha against a stormy sky.

The Akiba T-Shirt acts as a **+1 school uniform.** The wearer can command the shirt to shed *light* at will, and once per day, can command the shirt to add +1d6 points of electrical damage to all melee and unarmed attacks for one round.

Similar Items
A similar item of clothing, which does not act as armor or provide a +1 enchantment bonus to AC costs 1,400 gp, and sells just as well. An even cheaper third version of this shirt only provides the 1x/day shocking grasp effect and costs only 400 gp. These variant items occupy the *body* rather than the *armor* item slot.

Construction
Requirements Craft Magic Arms and Armor, *light, shocking grasp*
Cost 1,700 gp (DC 20)

AKIHABARA HOOD

Aura moderate conjuration **CL** 9th
Slot armor **Price** 57,500 gp (DC 32) **Weight** 1 lb
To most eyes, this relentlessly ordinary blue and grey hoodie is designed to blend in with the cityscape. Only fellow otaku can see the intricate glowing patterns of luminous blue and violet force, like the hunting lights of deep sea angler fish that illuminate the side stitching, collar and sleeves.

The Akihabara Hood acts as **+1 cloth armor.** While wearing the Akihabara Hood, a character receives a +5 bonus on Stealth checks and Acrobatics checks made in urban areas. Three times per day, the character can use *Urban Stride.* The bonus on Stealth checks does not apply on checks opposed by characters in the Otaku caste.

Special: Only characters of the Otaku caste can benefit from this magic item.
Construction
Requirements Craft Magic Arms and Armor, *cat's grace, urban stride*
Cost 28,750 gp (DC 29)

AMATERASUS RIBBON

Aura faint evocation **CL** 5th
Slot chest **Price** 26,000 gp (DC 29) **Weight** neg.
This silk ribbon is as colorful and glorious as a sunrise over Mt Fuji. The red cloth is decorated with golden threads, depicting the rays of the morning sun. Worn tight across a woman's breasts, the cloth seems to pulse with stored power and an intense warmth. Most women sweat profusely while wearing the cloth, even while walking through Japan's frozen forests.

Amaterasu's Ribbon is an item of potent elemental magic. Named for the goddess of the sun, the Ribbon warms the body and strengthens the soul. While wearing the Ribbon, a woman becomes gains the following immunities: Immune Cold, Immune Fire.

Once per day, the wearer can call forth her heavenly light, casting a *searing light* spell as if cast by a 5th level Cleric.

Special: Only women (or males with the Bishonen feat) may wear Amatersau's Ribbon. It confers no benefit to other characters.
Construction
Requirements Craft Magic Arms and Armor, *endure elements, searing light*
Cost 13,000 gp (DC 26)

AMBER T-SHIRT

Aura moderate evocation **CL** 10th
Slot body **Price** 3,500 gp (DC 22) **Weight** negligible
This pale yellow t-shirt has a small canary yellow water drop symbol silkscreened on the breast. It always clings to the body like a second skin.

While wearing the Amber T-Shirt, the wearer casts spells with the *Skatto* descriptor as being enhanced with the Empower and Extend Spell feats. However, the wearer suffers a -2 penalty on saving throws against spells and effects with the *Skatto* descriptor.

Construction
Requirements Craft Wondrous Items, creator must be an Akaname
Cost 1,750 gp (DC 20)

ARMLET, AFTERSCHOOL MUSIC CLUB

Aura moderate transmutation **CL** 4th
Slot shoulders **Price** 1,800 gp (DC 19) **Weight** negligible
In Japan, class officials elected by the student body wear cloth armbands pinned to the sleeve of their uniform to designate their authority. This pink cloth band displays white kanji in a girlish font, which reads 'afterschool music'.

When this armlet is worn with any *school uniform*, the wearer gains a +1 competence bonus on ranged attacks made by any weapon with the Musical or Superior Musical properties.

Construction Craft Magic Arms and Armor, *producer's advice*
Requirements
Cost 900 gp (DC 17)

ARMLET, CLASS EXORCISTS

Aura faint abjuration **CL** 3rd
Slot shoulders **Price** 4,000 gp (DC 23) **Weight** negligible
In Japan, class officials elected by the student body wear cloth armbands pinned to the sleeve of their uniform to designate their authority. This black cloth band displays the white kanji for 'educational demon hunter.'

When this armlet is worn with any *school uniform*, the wearer's school uniform gains the **undead-defiant** property. The wearer also gains a +5 competence bonus on Knowledge (religion) checks made concerning undead beings.

Construction Craft Magic Arms and Armor, *summon monster I*
Requirements
Cost 2,000 gp (DC 20)

ARMLET, CLASS LEADERS

Aura moderate transmutation **CL** 5th
Slot shoulders **Price** 5,000 gp (DC 23) **Weight** negligible
In Japan, class officials elected by the student body wear cloth armbands pinned to the sleeve of their uniform to designate their authority. This yellow cloth band displays the black kanji for 'classroom tactical leader'.

When this armlet is worn with any *school uniform*, the wearer gains Improved Initiative as a bonus feat, as well as gaining a +5 competence bonus on Knowledge (history) and Knowledge (tactics) checks.

Construction Craft Magic Arms and Armor, *haste*
Requirements
Cost 2,500 gp (DC 21)

ARMLET, CLASS PROTECTORS

Aura moderate abjuration **CL** 3rd
Slot shoulders **Price** 6,000 gp (DC 24) **Weight** negligible
In Japan, class officials elected by the student body wear cloth armbands pinned to the sleeve of their uniform to designate their authority. This orange cloth band displays the black kanji for 'protector of the student body'.

When this armlet is worn with any *school uniform*, the wearer can designate one ally per round, who must also be wearing a school uniform, as the beneficiary of a *shield other* spell.

Construction Craft Magic Arms and Armor, *shield other*
Requirements
Cost 3,000 gp (DC 22)

ARMLET, CLASS RUFFIANS

Aura faint abjuration **CL** 5th
Slot shoulders **Price** 1,750 gp (DC 20)
Weight negligible
In Japan, class officials elected by the student body wear cloth armbands pinned to the sleeve of their uniform to designate their authority. This red cloth band displays the white kanji for 'defender of the school's honor.'

When this armlet is worn with any *school uniform*, the armor gains a +1 enhancement bonus to AC. This is cumulative with existing enhancement bonuses to Armor Class, to a maximum of +5.

Construction Craft Magic Arms and Armor, *mage armor* or *shield of faith*
Requirements
Cost 875 gp (DC 17)

ARMLET, CLASS SCHOLARS

Aura faint transmutation **CL** 3rd
Slot shoulders **Price** 1,300 gp (DC 18) **Weight** negligible
In Japan, class officials elected by the student body wear cloth armbands pinned to the sleeve of their uniform to designate their authority. This blue cloth band displays the black kanji for 'top academic performance.'

When this armlet is worn with any *school uniform*, the armor gains a +2 enhancement bonus to her INT score, which functions identically to *fox' cunning*.

Similar Items
Quite a few armlets exist that enhance other attributes. The *Class Idol's Armlet* is a pink and black armlet with the words 'most personable classmate', and is built around *eagle's splendor* to enhance CHA. These are just two examples; phrasing and color might vary wildly at different occult schools.

Construction Craft Magic Arms and Armor, *fox' cunning*
Requirements
Cost 650 gp (DC 16)

ARMLET, CLASS SWORDSPERSONS

Aura faint transmutation **CL** 3rd
Slot shoulders **Price** 2,000 gp (DC 20) **Weight** negligible
In Japan, class officials elected by the student body wear cloth armbands pinned to the sleeve of their uniform to designate their authority. This red cloth band displays the golden kanji for 'school iajitsu champion'.

When this armlet is worn with any *school uniform*, the wearer gains a +1 competence bonus on attack and damage rolls with any sword.

Construction Craft Magic Arms and Armor, *keen edge*
Requirements
Cost 1,000 gp (DC 18)

ARMOR OF MANY BLADES

Aura moderate transmutation **CL** 10th
Slot armor **Price** 12,750 gp (DC 26) **Weight** 20 lbs
This jet black, sleeveless set of combat leathers is augmented by silver studs, hide shoulder pads and bracers. Every inch of the suit is studded with razor sharp armor spikes, and even more blades lie concealed within hidden panels and pockets of the exactingly assembled armor.

The Armor of Many Blades is a set of **+1 studded leather armor,** fitted with a set of **+1 keen armor spikes.** A character with Combatant levels wearing this magic armor retains full use of all class abilities (though armor check penalties still apply).

Three times per day, the armor's wearer can conjure either a +**1 dagger** or **five +1 shuriken**, which appear in his hand; the wearer must have a free hand to conjure the weapons. The weapons remain for one minute before vanishing.

Construction
Requirements Craft Magic Arms and Armor, *greater magic weapon, keen edge*
Cost 6,375 gp (DC 24)

BATTLESHIP LEGGINGS

Aura strong abjuration **CL** 13th
Slot feet **Price** 7,500 gp (DC 25) **Weight** 5 lbs
These white and grey stockings are reinforced with heavy titanium and steel plating, riveted with thick bolts. Armored hardpoints resembling destroyer turrets and a ship's conning tower break up the clean metallic lines of each hip. The soles of the armored leggings are painted in the rust resistant red of a battleship's waterline. Some particularly notable Battleship Leggings are named for particularly celebrated Japanese ships of the line, and painted with similar markings.

Battleship Leggings are a set of **+2 Armored Leggings of Light Fortification.** While wearing Battleship Leggings, the character may move on water at her normal base land speed, walking on the surface, as if it were solid ground.

Construction
Requirements Craft Magic Arms and Armor, *limited wish*
Cost 3,750 gp (DC 22)

BENTENS DELIVERY JACKET

Aura faint transmutation **CL** 5th
Slot armor **Price** 7,450 gp (DC 25) **Weight** 2 lbs
The goddess Benten runs a pizza shop in her spare time, and sends broom-stick riding delivery witches on errands throughout Japan. The most senior staffers get one of these cool leather bomber jackets, with the Benten's Sea Pizza logo patched on the back.

Benten's Delivery Jacket is a **+1 leather jacket.** The wearer receives a +5 luck bonus on Fly checks and REF Saves while flying.

Special: This is a Fukujin magic item, dedicated to Benten. See the "Full Fukujin" sidebar.
Construction
Requirements Craft Magic Arms and Armor, *fly*
Cost 3,725 gp (DC 22)

BISHAMONS BANDS

Aura strong abjuration and conjuration **CL** 12th
Slot wrist **Price** 96,000 gp (DC 34) **Weight** 4 lbs (set)
These heavy golden bracelets are inscribed with flame designs and decorated with rubies that accent the fierce, golden flames. These bands draw upon the legend of Bishamon and his ability to protect believers from both disease and demons.

While wearing Bishamon's Bands, a character becomes immune to disease, and receives a +3 enchantment bonus on Initiative check results against non-good Outsiders. The character can act normally during a surprise round if attacked by non-good Outsiders.

Special: This is a Fukujin magic item, dedicated to Bishamon. See the "Full Fukujin" sidebar.
Construction Requirements Craft Wondrous Items, *haste, remove disease***,** *protection from evil*
Cost 48,000 gp (DC 31)

BISHAMONS DO

Aura strong transmutation **CL** 15th
Slot armor **Price** 168,000 gp (DC 36)
Weight 50 lbs
Bishamon's Do is a richly lacquered, sky blue suit of samurai's armor. The Do's shoulder plating resembles the sloping tiered roof of a traditional pagoda, as do the tops of each gauntlet and the greaves. Bishamon's Do glistens wetly in the light, and never seems to hold dirt, blood or other imperfection for long.

Bishamon's Do is a set of **+3 ghost touch half plate.** While garbed in Bishamon's Do, the wearer becomes immune to non-magical disease. Additional, minor enchantments allow the armor to cleanse itself and its wearer at will, using *prestidigitation*, or shed light as by a *light* spell.

Special: This is a Fukujin magic item, dedicated to Bishamon. See the "Full Fukujin" sidebar.
Construction Requirements Craft Magic Arms and Armor, *etherealness, light, prestidigitation, remove disease*
Cost 84,000 gp (DC 33)

COLLECTING THE FULL FUKUJIN

Several of the magic items in this sourcebook are directly inspired by myths of the Shichi Fukujin, the Seven Lucky Gods of Good Fortune. These seven diverse gods, drawn equally from history, Shinto myth, Buddhist superstition, and Daoist magic, are among the most popular divinities worshipped in modern Japan, because of their good nature and helpful blessings. Adventuring teams might try to assemble the "Full Fukujin"… it's difficult and expensive, but the rewards are worth it.

Having a Full Fukujin means that the team, as a collective, owns at least seven magic Fukujin magic items listed above, and all seven deities (Benten, Bishamon, Daikoku, Ebisu, Fukurokuju, Hotei, Jurojin) must be represented by those items. Players can build different versions of the Full Fukujin by assembling different collections of magic items, though as long as all seven Lucky Gods are represented, everything works out.

As long as the team retains ownership of the Full Fujujin, and interacts with the magic items at least once per day, all members of the team receive "Seven Lucky Dice".

"Seven Lucky Dice" allow players to roll multiple D20 and take the best roll. The player must decide to use this ability prior to making a D20 roll, and must decide how many of their Seven Lucky Dice to use before making the check. The player can use as many of their Seven Lucky Dice as desired on a single D20 roll, or use them to affect up to seven each day.

For instance, say Shinji is trying desperately to find a weak point in a dragon's armor, and wants to roll 3d20 on the attack roll to improve his odds. He expends Two Lucky

Dice (2 additional dice plus the one basic dice) to build a dice pool of 3d20 and hopes for the best, leaving him with Five Lucky Dice for the rest of the day's adventuring.

Alternatively, while facing a powerful Amakaze witch, Ichiko runs afoul of a lethal spell that her only chance of resisting is rolling a nat20 on her FORT Save. She decides she needs to roll 8d20 to have a hope of surviving. She expends all seven of her Lucky Dice in this one roll, and hopes for the best.

BENTEN

Alignment: NG Lesser Goddess
Domains: Charm (love), Magic (arcane), Rune (language), Water (oceans), Weather (storms)
Favored Weapon: Spear

PUNK ROCK GODDESS

The Goddess Benten is the only female among the seven deities of the *Seichi Fukujin (Seven Gods of Good Fortune)*, and in the grand scheme of the multiverse, she is a small goddess indeed. Her divine power has definite limits, and of all Black Japan's gods, demons and *kami*, she is the most human-like. Her weakness has given her insight and compassion; she makes her home in the mortal world. She lives among humans, and works among them. When she can, she protects them, and if she cannot protect a mortal, her allies and agents (most of them unwitting) will avenge them.

She lives among mankind- a small island in the center of Lake Biwa that only those she allows can see. She owns businesses, too. A pizza shop in Kanagawa Prefecture, with a new franchise opening up in Misawa, an arcade in Akihabara, some chain convenience stores, a few others, far more than anyone suspects. She hires the young and the unprofessional, those rejected by Japan's expertise-based corporate economy- the dropouts, the screwups, the deep in debt, the NEETs, the otaku, the otherwise unemployable. She's grown into the patron goddess of the working poor, of the gig economy, and as the Amakaze and their mega-corp minions drive Japan's economy into the toilet (along with the rest of the demon-haunted and war-torn world), her congregation is growing.

She'll do right by them.

Benten is an inventor and craftswoman without equal. She's devised dozens of unique magical items in the course of her long life, only some of which are listed here. She likes making gifts for those she calls friend, and treats her young workers like family as soon as they prove worthy.

BLACK KIMONO

Aura moderate transmutation **CL** 6th
Slot body **Price** 24,000 gp (DC 29) **Weight** 2 lbs
This black kimono is tied with an ebony oni, and bears no pattern. It resembles funeral attire, and is often worn by wealthy parents and still-breathing alumni of the Hanging Academy who have returned to watch the ritual suicide that marks the school's mystical graduation ceremony.

While garbed in the Black Kimono, a living wearer gains many of the qualities of undead. She gains the No Breath racial quality, and receives a +2 enhancement bonus on

saving throws against energy drain, disease, poison and death effects. The wearer is healed by negative energy and harmed by positive energy, while the kimono is worn.

Construction
Requirements Craft Wondrous Items, *undead anatomy I*
Cost 12,000 gp (DC 26)

BLESSED RICE COAT

Aura strong abjuration **CL** 13th
Slot body **Price** 46,800 gp (DC 31)
Weight 3-5 lbs

In the old stories, weak willed demons can be held at bay by a grain of rice blessed by a Buddha. Other stories tell of oni who are confused and tricked thanks to a clever human scattering grains of rice for them to count obsessively. The Blessed Rice Coat transforms an old legend into a new defense against Black Tokyo's pan-dimensional predators.

The Blessed Rice Coat is a designer leather trench coat, cut in an ultra slick, modern style. The trench coat's silk inner lining is a silk-screened reproduction of a Hirosaki print of famers reaping the harvest and sewn between the leather and the lining are hundreds of blessed grains of rice. To humans, the Blessed Rice Coat seems as nothing more than an attractive, expensive designer fashion piece.

The Blessed Rice Coat is a **+1 Buff Coat.**

Once per day, the wearer can dramatically throw open the coat as a standard action. If any non-good creature of the Outsider type is present within 100 ft, the farmers in the print come to life. The silk-screened farmers thresh their rice, collecting the harvest, and the golden light of sunset emanates from the coat's lining.

All non-good Outsiders within 100 ft of the cloak when it is are subject to a Banishment spell cast by a 13th level Cleric. The Blessed Rice Coat is considered to be an item the Outsider 'fears or hates' for the purposes of Banishment. Even if an Outsider succeeds at its WILL Save to avoid Banishment, they are either *dazed* for 1d6 minutes, *blinded* for 1d4 rounds by the intense golden light blaring from the coat's lining, or rendered *cowering* for 1 round. The Blessed Rice Coat's wearer chooses which effect to inflict on non-good Outsiders. All Outsiders affected suffer the same penalty.

Construction
Requirements Craft Magic Arms and Armor, *banishment, bestow curse*
Cost 23,400 gp (DC 29)

DESIGN PHILOSOPHY: BRAS & PANTIES

Enchanted underwear fits the fan-service heavy nature of Black Tokyo perfectly and allows players to use the magic item slot system in some neat new ways. By taking advantage of the fact that *chest, body* and *armor* slots are all different body slots, you can kit your Black Tokyo heroine in an enchanted bra, magical blouse and enchanted set of body armor to maximize her effectiveness. Enchanted bras and panties open up some interesting design space for the campaign.

While there are a few exceptions, enchanted panties are mostly cheap, relatively low level items that provide minor defensive or mobility-related abilities. Enchanted bras are a little bit pricier and provide either defensive abilities or a host of several small, but useful and thematically linked skill bonuses. A few items are designed to synergize: you get a special bonus if you wear both a bra and panty from the same 'item set'.

Finally, note that only a very small handful of magical bras and panties are female restricted, so male characters can enjoy lingerie too. It doesn't matter if the player wants to build an *otokonoko* or true transgender character, or just to min-max their combat effectiveness by wearing panties under their powered armor, they can join in the fun.

BRA, AVIONIC

Aura moderate transmutation **CL** 9th
Slot chest **Price** 2,500 gp (DC 21) **Weight** negligible
Only very petite girls can wear this breathable cotton sports bra, which is decorated with alternating blue and white horizontal stripes.

When worn by any creature with a natural Fly speed, it provides that character with the *sky mastery* racial quality. The character receives a +1 bonus on attack rolls when both she and her opponent are airborne.

If the Avionic Bra is worn with Avionic Panties, the bonus provided by the wearer's *sky mastery* is +2 instead.

Special: Only females with the Small Breasts Forever trait can benefit from this magic item.
Construction
Requirements Craft Wondrous Items, *military flight*
Cost 1,250 gp (DC 18)

BRA, FIGURE-SHAPING

Aura faint transmutation **CL** 6th
Slot chest **Price** 3,200 gp (DC 22) **Weight** negligible
Depending on how tightly the adjustable straps of this bra are worn, it can either flatten even the largest breasts, or push up even the most meager boobs to spectacular effect. The Figure-Shaping Bra's fabric is a sea-foam green by default: if used to increase bust size, its hue shifts towards yellow, if used to flatten them, its color becomes more bluish.

While wearing the Figure-Shaping Bra, the character is treated as either having either the Busty Extreme or the Small Breasts Forever trait. If the user already has either trait, they are treated as having the Super Busty or Mega-Pettanko feat instead. If a trait is chosen by a character with the opposite trait, that trait is suppressed, and the wearer's bust tends toward average.

Once donned, the Figure-Shaping Bra's effects remain until the wearer removes the bra. The wearer can choose which (if any) trait to gain each time she dons the bra.

Special: Only female creatures may benefit from this magic item.
Construction
Requirements Craft Wondrous Items, creator must have 5 ranks in Disguise
Cost 1,600 gp (DC 19)

BRA, LAST CHANCE AT LIFE

Aura moderate abjuration **CL** 7th
Slot chest **Price** 4,450 gp (DC 23) **Weight** negligible
This heavily padded, athletic bra is slate grey. A magenta broken heart sits just off centered between the cups, exactly where the real heart would be on a living woman.

Wearing the Last Chance at Life Bra provides the wearer with a +1 natural armor bonus to AC, or improves her existing natural armor bonus to AC by +1.

While wearing the Last Chance at Life Bra, the character can sacrifice this bra as an immediate action. Doing so reduces the damage of a successful melee attack made against her to 0, but in so doing destroys the bra, as well as any non-magical clothing or armor she is wearing over it. Magical armor or clothing instead gains the *broken* quality. The wearer can choose to activate this power after damage is rolled.

Construction
Requirements Craft Wondrous Items, *stoneskin*
Cost 2,225 gp (DC 21)

BRA, MAIDS

Aura faint transmutation **CL** 1st
Slot chest **Price** 1,650 gp (DC 20) **Weight** negligible
This simple off-white bra has a rather archaic style, decorated with soft silk lace and ivory buttons at the front rather than a conventional clasp. It is designed to be worn with a traditional *medio*, with a similar prim and proper style.

While wearing the Maid's Bra, the character gains a +3 competence bonus on Profession (maid/domestic) checks, as well as a +1 competence bonus on the following skills: Drive, Profession (cook), Perception, Perform (sexual) and Sense Motive….all skills that a proper maid might find a use for one day.

Construction
Requirements Craft Wondrous Items, *prestidigitation*
Cost 825 gp (DC 17)

BRA, OCCULT

Aura strong evocation **CL** 12th
Slot chest **Price** 4,500 gp (DC 23) **Weight** negligible
This pale blue demi-cup bra has an elaborate pentacle on the left breast, and a moon motif stitched in raised embroidery on the right. The stitched moon changes its phase to match the real moon, the threads unraveling and re-sewing themselves each and every moonrise.

While wearing an Occult Bra, the character may prepare an additional first level spell each day, or has access to an additional first level spell slot. Additionally, the wearer may add her CHA modifier as a competence bonus on Spellcraft checks.

Construction
Requirements Craft Wondrous Items, creator must be a caster of at least 12th level
Cost 2,250 gp (DC 21)

BRA, OTAKUS

Aura faint enchantment **CL** 2nd
Slot chest **Price** 1,450 gp (DC 19) **Weight** negligible
This cheap black off-the-shelf bra has a screen printed image of a tiny naked anime girl hugging one of the cups, wallowing in the wearer's cleavage.

While wearing the Otaku's Bra, the character gains a +1 competence bonus on the following skill checks: Craft (visual art), Craft (writing), Computer Use and Knowledge (local) checks as well as a +3 competence bonus on Diplomacy checks against characters with the Otaku cultural template.

Construction
Requirements Craft Wondrous Items, creator must have the Otaku cultural template
Cost 725 gp (DC 17)

BRA, PILOTS INTERFACE

Aura faint enchantment **CL** 3rd
Slot chest **Price** 650 gp (DC 16) **Weight** negligible
This latex body-sleeve covers the breasts and shoulders to mid-abdomen. Most commonly the vinyl is a pale turquoise with pink accents and a small pentagonal or hexagonal cut out between the breasts.

While wearing the Pilot's Interface Bra, the wearer gains a +2 competence bonus on Pilot checks made to control creatures/vehicles with the Mecha subtype or Fly checks made while wearing any grade of Powered Armor, as well as a +1 competence bonus on Computer Use, Craft (mechanical) and Craft (electronic) checks.

Construction
Requirements Craft Wondrous Items, creator must have either Skill Focus (Pilot) or Skill Focus (Fly)
Cost 325 gp (DC 14)

BRA, PUNK

Aura faint transmutation **CL** 2nd
Slot chest **Price** 1,300 gp (DC 18) **Weight** negligible
This ratty, tattered black bra has hot pink straps and underwires, and the sweat-stained straps are decorated with an assortment of buttons and colorful safety pins.

While wearing the Punk Bra, a successful melee weapon attack by the character with a one handed slashing inflicts an additional point of slashing damage.

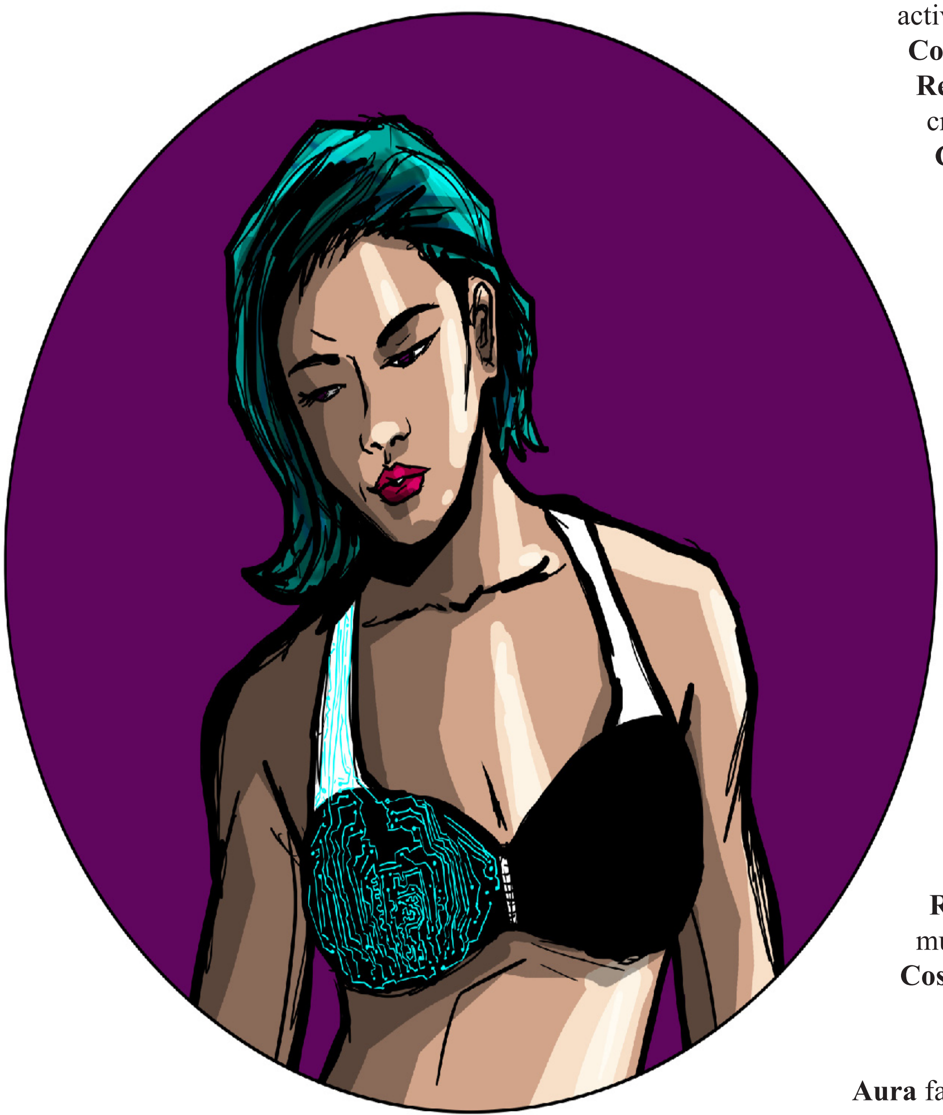
Construction
Requirements Craft Wondrous Items, *keen edge*
Cost 650 gp (DC 16)

BRA, SCHOLASTIC

Aura faint enchantment **CL** 3rd
Slot body **Price** 900 gp (DC 17) **Weight** negligible
This slate grey push-up bra was made from cloth recycled from ancient book jackets. Its scent is the dust of an old library, mixed with a woman's flavor.

While wearing the Scholastic Bra, the character adds her *busty* bonus to armor class as a competence bonus on concentration checks.

Special: Only female characters with the Busty Extreme trait may benefit from this magic item.
Construction



Requirements Craft Magic Arms and Armor, creator must possess the Busty Extreme trait
Cost 450 gp (DC 15)

BRA, SELF DEFENSIVE WARFARE

Aura faint abjuration **CL** 5th
Slot chest **Price** 2,000 gp (DC 20) **Weight** negligible
Technically, this item is a grey tank top, emblazoned with the Japanese Self Defense Forces logo over the right breast. Faint text, a lighter grey against the fabric, is printed on the inside edge of the tanktop, are excerpts from Article 9 of Japan's post-WWII Constitution.

While taking the total defense action, the wearer of the Self Defensive Warfare is treated as being under a *sanctuary* effect. If a creature successfully attacks the wearer, despite the *sanctuary*, the wearer can make attacks of opportunity against that creature for the duration of the battle without ending the sanctuary. However, the bra's wearer still cannot make ordinary attacks without ending the *sanctuary* effect. Once the sanctuary effect ends, it cannot be activated again until the following dawn.
Construction
Requirements Craft Wondrous Items, *sanctuary,* creator must be good
Cost 1,000 gp (DC 18)

BRA, SPELLCHARGING

Aura moderate evocation **CL** 5th
Slot chest **Price** 6,500 gp (DC 24) **Weight** negligible
This high-quality cotton and nylon bra is starkly black and white, with futuristic lines and a modern cup. The cups and underwire are black, the rest pristine white. Tiny blue printed circuits on the left strap glow a pale cerulean when charged with power.

While wearing the Spellcharging Bra, a Modern Spellcaster gains bonus Spell Points equal to her CHA modifier. These bonus Spell Points are lost first, and cannot be regained until the Modern Spellcaster next recovers Spell Points.
Construction
Requirements Craft Wondrous Items, creator must be a *modern spellcaster*
Cost 3,250 gp (DC 24)

BRA, SPORTY PETTANKO

Aura faint transmutation **CL** 3rd
Slot body **Price** 1,900 gp (DC 20) **Weight** negligible
This canary yellow swim top is more nylon string than cloth, and makes small, taut and tight exceptionally pretty. While wearing the Sporty Pettanko Bra, the character gains Super Kawaii a bonus feat.

Special: Only female characters with the Small Breasts Forever! trait can wear this magic item.
Construction
Requirements Craft Wondrous Items, *eagle's slendor*
Cost 950 gp (DC 17)

BUSTY PLATE MAIL

Aura faint transmutation **CL** 8th
Slot armor **Price** 36,600 gp (DC 20) **Weight** 50 lbs
This gleaming silver full plate and mail is specially designed to accommodate especially buxom female warriors, and to do so in style. A heart shaped cut out at the center of the ornately etched breast plate provides a tantalizing glimpse of cleavage.

Busty Plate Mail is a set of **+3 defiant full plate.** The armor's defiant property activates whenever the wearer is attacked by any female humanoid or monstrous humanoid lacking the Busty Extreme trait. The wearer may apply her *busty* bonus to Armor Class while wearing Busty Full Plate.

Special: Only female characters with the Busty Extreme trait may benefit from this magic armor.
Construction
Requirements Craft Magic Arms and Armor, *eagle's splendor, summon monster I*
Cost 18,300 gp (DC 28)

BUSTY TWO PIECE

Aura faint transmutation **CL** 3rd
Slot body **Price** 6,000 gp (DC 24) **Weight** negligible
When in a drawer, this fairly modest two-piece string bikini is a drab bluish-green. When worn, the colors darken to a vibrant, neon green, and the bikini's cut gets a lot skimpier and a lot more daring.

While wearing the Busty Two Piece, the character is treated as having the Busty Extreme trait, and they gain a +2 special natural armor bonus to AC.

Special: Only female characters can benefit from the Busty Two Piece.
Construction
Requirements Craft Magic Arms and Armor, *enlarge person,* creator must possess the Busty Extreme talent
Cost 3,000 gp (DC 22)

BUTCHERS APRON, BLACK

Aura faint transmutation **CL** 3rd
Slot body **Price** 1,400 gp (DC 18) **Weight** 2 lbs
This heavy faux-leather, waterproofed apron comes in a variety of colors and all include the corporate logo of the Ukemochi Ranch Corporation above the heart. At the Ukemochi Ranch, the different colors indicate different production lines and indicate the seniority of the butcher wearing them.

While wearing a Black Butcher's Apron, any melee weapon the wearer wields gains the Deadly property when used against any creature of the Animal or Magical Beast types or of the Anthro subtype.

Construction
Requirements Craft Magic Arms and Armor, *keen edge*
Cost 700 gp (DC 16)

BUTCHERS APRON, RED

Aura moderate transmutation **CL** 6th
Slot body **Price** 25,000 gp (DC 29) **Weight** 2 lbs
The most senior slaughters working a Ukemochi Ranch production line are allowed to wear the organization's famed (or infamous) blood red leather aprons.

While wearing the Red Butcher's Apron, the wearer receives Cleave and Great Cleave as bonus feats. These feats only apply when the wearer is attacking with any one handed melee weapon, and do not apply to unarmed strikes, natural attacks, or two handed weapons.

Construction
Requirements Craft Magic Arms and Armor, *haste*
Cost 12,250 gp (DC 26)

BUTCHERS APRON, WHITE

Aura faint divination **CL** 3rd
Slot body **Price** 1,400 gp (DC 18) **Weight** 2 lbs
Mid-level slaughters working the Ukemochi Ranch production line are usually issued either white or black magic aprons. White aprons are often provided after ten years of good service, black aprons after five.

While wearing the White Butcher's Apron, the wearer receives a +1 luck bonus on melee attacks against creatures of the Animal, Magical Beast types or those with the Anthro subtype, as well as a +2 competence bonus on Profession (butcher) checks.

Construction
Requirements Craft Magic Arms and Armor, *true strike*
Cost 700 gp (DC 16)

BUTLERS ELEGANT ENSEMBLE

Aura faint enchantment and abjuration **CL** 5th
Slot body and feet **Price** 23,000 gp (DC 29) **Weight** 2 lbs
This finely stitched long-tailed tuxedo is gleaming ebony, dark as the night itself. The undershirt and vest are ruffled, ornately stitched smoke grey silk, and the obsidian leather shoes are polished to a mirror sheen. Buttons carved from onyx gleam.

The Butler's Elegant Ensemble is a set of **+2 bolstering cloth armor.** While wearing the Butler's Elegant Ensemble, the character may designate a single ally as the benefit as a constant *shield other* effect. This effect remains in place as long as the ally remains within range, until the wearer chooses another beneficiary of this effect, or until the Ensemble is removed.

Special: Only males gain any benefit from wearing this magical armor.
Construction
Requirements Craft Magic Arms and Armor, *heroism, shield other*
Cost 11,500 gp (DC 26)

CARP SCALE SHIRT

Aura moderate transmutation **CL** 6th
Slot armor **Price** 64,000 gp (DC 32) **Weight** 5 lbs
To the Japanese, the carp symbolizes boyish strength, heroism and determination. The silver rings of this well manufactured mail shirt have the sea's chill and smell faintly of the ocean.

The Carp Scale Shirt is a **+2 chain shirt.** While garbed in the Carp Scale Shirt the wearer receives a +2 enhancement bonus to his STR score, and gains the benefit of *waterbreathing.* The Carp Scale Shirt's armor check penalty does not apply to Swim checks.

Special: Only males in the Adult age category or younger can benefit from this magic item.
Construction
Requirements Craft Magic Arms and Armor, *bull's strength, waterbreathing*
Cost 32,000 gp (DC 30)

CASTING ASSIST DRESS

Aura strong evocation **CL** 12th
Slot armor **Price** 114,000 gp (DC 34) **Weight** 2 lbs
A common sight on the MHTU campus, this elaborate, futuristic uniform is a crisp, almost metallic white. The men's uniform consists of pleated slacks, the women's a simple skirt that hangs to just beneath the knee. The top is a zippered blazer with double breasted color- the white of the Casting Assist Dress is broken by large blocks of black, which resembles circuit diagrams. These panels glow a pale blue when charged with arcane power.

The Casting Assist Dress is a **+3 school uniform.**

Special: The Casting Assist Dress is designed specifically to augment the spellcasting abilities of a Modern Spellcaster. Only a Modern Spellcaster can gain the following additional benefits from this magic item.

While wearing the Casting Assist Dress, the character gains a +4 equipment bonus on concentration checks.

By activating the Casting Assist Dress by expending 5 Spell Points, the wearer can allow the Casting Assist Dress to maintain concentration on an ongoing spell for one round; after this period, the caster may resume concentration himself (if duration remains) or allow the spell to lapse. Additionally, by expending 10 Spell Points to activate the dress, the wearer can improve the dress' equipment bonus on concentration checks to +10 for one round.

Finally, the wearer may place up to 20 Spell Points into the Casting Assistance Dress and store them indefinitely, or until retrieved as part of the action of casting a spell, as per the *arcane capacitor* spell.

Construction
Requirements Craft Magic Arms and Armor, creator must be a modern spellcaster, *arcane capacitor*
Cost 57,000 gp (DC 32)

CASUAL STEEL

Aura faint abjuration **CL** 5th
Slot armor, body and belt **Price** 32,000 gp (DC 30)
Weight neg.
Casual Steel is armor that looks nothing like armor. Seemingly no more than a long white man's dress shirt and a pair of black panties, Casual Steel protects almost as comprehensively as military tactical armor.

Casual Steel provides the wearer with +4 deflection bonus to Armor Class and provides the wearer with a +4 enchantment bonus on FORT Saves made to resist environmental heat or cold. While wearing Casual Steel the character cannot wear additional armor.

Special: Only female characters can benefit from this magic item.
Construction
Requirements Craft Magic Arms and Armor, *mage armor*
Cost 16,000 gp (DC 27)

CATASTROPHE COAT

Aura strong universal **CL** 13th
Slot armor **Price** 34,350 gp (DC 30) **Weight** 2 lbs
The Catastrophe Coat is a blood red duster with a high collar and a unique cut, accented by big brass buttons. Ceramic slip in plates scattered at strategic locations throughout the coat provide comprehensive protection.

The Catastrophe Coat is a **+2 Buff Coat of Light Fortification.** While wearing the Catastrophe Coat, the wearer's luck (and the luck) of everybody around them, becomes wildly variable. Anytime the wearer rolls a natural 1 on any skill check, attack roll or saving throw, a faint glow appears within the fibers of the coat. At any time within the next minute, the wearer can affect a single target with the spell *bungle* as a swift action. If this power is not used within one minute of rolling a natural 1, the glow fades and the power is lost without effect. The Catastrophe Coat may only store one use of *bungle* in this manner at any given time.
Construction
Requirements Craft Magic Arms and Armor, *bungle, limited wish*
Cost 17,175 gp (DC 28)

CATHOLIC SCHOOLGIRL UNIFORM

Aura faint abjuration **CL** 5th
Slot none **Price** 7,500 gp (DC 24) **Weight** negligible
The archetypical Catholic school uniform is a white blouse, checked tartan skirt in school colors (usually some mix of green, purple, blue or crimson) and matched knee socks- cutely, chastely and undeniably sexy when worn by any post-pubescent school girl.

The Catholic Schoolgirl Uniform is a **+1 School Uniform.** While garbed in this uniform, the wearer receives a +3 enchantment bonus on saving throws against mind-affecting abilities which would force a sexual response, and spells and abilities whose effects would be considered rape for the purpose of Eyrines abilities.

Special: The Catholic Schoolgirl's Uniform may be worn only by female (or at least non-male or *futanari)* characters.

Construction

Requirements Craft Magic Arms and Armor, *protection from evil*

Cost 3,750 gp (DC 22)

CAT'S EXCELLENCE

Aura strong transmutation **CL** 13th

Slot armor **Price** 154,450 gp (DC 35) **Weight** 55 lbs

This sexy and futuristic leotard is a bold red, accented with silver. The suit is body hugging in just the right ways, and is designed to be worn comfortably by a catgirl, even including a tail hole at the base of the spine. Though it looks like simple athletic attire, the leotard performs all the functions of a full-scale hardsuit at a tiny fraction of the weight…and looks a lot sexier in the process. Occult-tech computers in the leotard read the wearer's DNA and only unlock full functionality when worn by a Nekomusume.

Cat's Excellence is a **+2 brawling sprint suit-III utility bodystocking.** While wearing this armor, the character gains a +4 enhancement bonus to her STR score.

Special: While worn by a Nekomusume or any feline Anthro, the Cat's Excellence is treated as possessing the Space Suit mundane armor quality. The enhancement bonus to her STR score increases to +6.

Weapons

In addition, the Nekomsume wearer gains access to an onboard weapon: a **+1 spacer's blaster** built into a pink crystal energy-projector on the back of the right hand.

Construction

Requirements Craft Magic Arms and Armor, *bull's strength, emergency space suit, giant form I*

Cost 77,225 gp (DC 33)

CAT'S FRILLS

Aura moderate illusion and transmutation **CL** 7th

Slot armor **Price** 12,670 gp (DC 26) **Weight** negligible

The Cat's Frills is an extremely fancy girl's dress accented with delicate lace. This sensual and frilly dress is masterfully sewn, and comes in a variety of cool blues, greys and blacks, which fashionably accent even the most outré fur colors and patterns.

Cat's Frills is a **+3 benevolent, creeping school uniform.**

Special: Only female Nekomusume or feline Anthros can benefit from this magic item.

Construction

Requirements Craft Magic Arms and Armor, *aid, cat's grace, invisibility*

Cost 6,335 gp (DC 24)

CAT'S MEDIO

Aura moderate transmutation **CL** 9th

Slot none **Price** 35,500 gp (DC 30) **Weight** negligible

This sweetly stitched maid's uniform is made from light and airy black cotton, accented with crisp white frills and an impeccably starched apron. A pair of black silk cat ears is worn with the Cat's Medio, not to mention a black silk tail trailing from the skirt.

The Cat's Medio is a **+2 wild school uniform.** While wearing the Cat's Medio, the character receives a +5 enhancement bonus on Profession (domestic) checks. While within her own home (or employer's home or place of business) she may transform into either an ordinary house cat (familiar) or a Medium Feline Minor Anthro.

She may remain in this form for up to one hour per day. This period need not be consecutive, but must be taken in one minute increment. The wearer may return to her normal form anywhere, but may only change into her alternate forms within her home or place of employment. Once the wearer assumes Anthro form, she determines how build points are assigned. Once chosen, she assumes the same Anthro form every time the Cat's Medio is donned.

Construction

Requirements Craft Magic Arms and Armor, *baleful polymorph, beast shape II*

Cost 17,750 gp (DC 28)

CELEBRANT'S UNIFORM

Aura faint abjuration **CL** 5th

Slot armor **Price** 4,500 gp (DC 23) **Weight** 2 lbs

This is an especially cheerful, fashionable girl's school uniform. (Male uniforms trade a kilt for the skirt, oddly enough.) The skirt is a short length of bright tartan, usually rose red checked with yellow and blue. Big blue, pink or white bows and ribbons accent the skirt and are worn as a neckerchief. The daring skirt is held up with rose red suspenders and the whole outfit makes you feel good to wear it.

The Celebrant's Uniform is a **+1 champion school uniform.** While wearing the uniform, the character gains a +1 morale bonus on all saving throws, and a +4 morale bonus on saving throws specifically against fear.

Construction
Requirements Craft Magic Arms and Armor, *protection from evil*, *resistance,* creator must have Paladin levels
Cost 2,250 gp (DC 21)

CITYDOLL LINGERIE

Aura faint transmuation **CL** 5th
Slot armor **Price** 5,750 gp (DC 24) **Weight** negligible
This rather elegant and slightly archaic black lace teddy is accented with hot pink stockings, embodying all the erotic possibilities of the early to mid 1980s, and all the sleeze of long ago, hot city nights.

Citydoll Lingerie is a set of **+1 brawling battle lingerie.** The wearer gains a +2 competence bonus on Knowledge (local) as well as Perception and Stealth checks made in urban environments.

Construction
Requirements Craft Magic Arms and Armor, *bull's strength*
Cost 2,875 gp (DC 22)

CLOVERS ACADEMY BERET

Aura faint enchantment **CL** 3rd
Slot head **Price** 7,200 gp (DC 25) **Weight** negligible
This attractive amber beret is trimmed with black, and depicts a golden shield crest bearing the Clovers Academy's motto. The Academy often bestows such golden berets upon particularly heroic students as a reward for valor above and beyond the call of duty.

Three times per day, when acting in defense of innocents or opposing evil, the wearer may choose to benefit from *Gallant Inspiration.* If the bonus provided is +8, the beret flies off and lands in an adjacent square.

Construction
Requirements Craft Wondrous Items, *gallant inspiration*
Cost 3,600 gp (DC 22)

CLOVERS ACADEMY PE UNIFORM

Aura moderate transmutation **CL** 5th
Slot armor **Price** 16,400 gp (DC 28) **Weight** 2 lbs
An enchanted version of the physical education uniform worn by Clovers Academy students, this school uniform consists of a pair of loose fitting black shorts and white t-shirt with the Clovers Academy crest on the pocket.

The Clovers Academy PE Uniform strengthens the wearer's muscles and makes her faster and a little more flexible. While wearing the Clovers Academy PE Uniform the wearer receives a +4 competence bonus on Acrobatics, Climb and Perform (dance) checks. In addition, the wearer can command the uniform to become a black one piece swimsuit or set of swim trucks (for male wearers), providing a +4 competence bonus on Swim checks in this form.

While wearing the Clovers Academy PE Uniform, the wearer treats permanent STR or DEX drain as temporary ability score damage instead.

Construction
Requirements Craft Magic Arms and Armor, *bull's strength, cat's grace*
Cost 8,200 gp (DC 25)

CLOVERS ACADEMY UNIFORM

Aura faint conjuration **CL** 3rd
Slot armor **Price** 3,000 gp (DC 22) **Weight** 2 lbs
The Clovers Academy uniform is a somber black school uniform trimmed with gold, and decorated by a black and gold checker pattern crest on the blazer's breast. Girls wear canary yellow ties and black skirts, while males wear black slacks.

The Clovers Academy Uniform is a **+1 School Uniform.** While wearing the uniform, the character automatically stabilizes.

Construction
Requirements Craft Magic Arms and Armor, *stabilize*
Cost 1,500 gp (DC 19)

COAT OF THE MODERN FOX

Aura faint divination and transmutation **CL** 3rd
Slot armor **Price** 2,500 gp (DC 21) **Weight** 2 lbs
The Coat of the Modern Fox is a puffy, gangster style winter coat with an eye catching gold, auburn and white palette, complete with a pull over hood. When worn by a Kitsune, the hood takes on a vulpine shape, and a colorful patch- which might be an upraised tail, or perhaps leaping flames- appears at the center of the jacket's back.

The Coat of the Modern Fox is a set of **+1 padded armor.** While wearing this jacket, a Kitsune's tail merges into their body, and they can automatically pass for a human. While wearing the coat, the Kitsune can speak and read all modern, Earth languages, but gains no proficiency with archaic or unearthly languages, whether alien languages like Stonecutter, or planar languages like Celestial. A Kitsune gains a +3 competence bonus on Knowledge (local) checks.

In the hands of a non-Kitsune, the Coat is merely a set of **+1 padded armor**.

Construction
Requirements Craft Magic Arms and Armor, *alter self, comprehend languages,* creator must be a Kitsune
Cost 1,250 gp (DC 19)

COLD WINDS SKIRT

Aura faint transmutation **CL** 5th
Slot belt **Price** 40,000 gp (DC 31) **Weight** neg.
In the Kurils, there are secretive, reclusive clans of Ainu weavers so skilled they can catch the North Wind itself in their looms, weaving the fury and the strength of the wind *kamikaze* into their cloth. A handful of creation-mages have stolen their secrets. A Cold Winds Skirt can be an off the rack school uniform, plain navy pleated cloth seemingly not worth 2,000 yen. A Cold Winds Skirt might be all high fashion and seduction, wonderfully tailored silk and cotton, leather or denim. The appearance doesn't matter, just the skill with which the Skirt was woven.

A woman wearing a Cold Winds Skirt can call upon the wind to buoy her, allowing her to perform incredible feats of acrobatics. The skirt continuously grants the woman a +20 bonus on Acrobatic checks made to jump and eliminates the maximum jump distance limit. In addition, the skirt's wearer receives a +8 bonus on FORT saves made to resist extreme environmental cold.

Once per day, as a swift action, the Skirt's wearer can call upon the skirt's greatest magic. She gains a flight speed of 60 ft (good maneuverability). She can fly for up to 5 minutes per day.

Construction
Requirements Craft Wondrous Item, *endure elements, fly*
Cost 20,000 gp (DC 28)

COMBAT ARTS JACKET

Aura strong universal **CL** 15th
Slot armor **Price** 86,000 gp (DC 33) **Weight** 2 lbs
This olive drab military jacket is decorated with heavy black paracord stitching at the edges and around the many pockets. The sleeves are lined with complex black and white leather abstract circuit-like patterns.

The Combat Arts Jacket is a **+4 Buff Coat of Light Fortification.** Once per day, the wielder can call upon the jacket's powers as an immediate action, gaining the benefit of a *transformation* spell for 15 rounds. The wearer can only end this effect by removing the Combat Arts Jacket completely prior to the spell's duration. While *transformed,* the circuit patterns on the sleeve blaze with a rainbow of fire.

Construction Craft Magic Arms and Armor, *limited wish, transformation*
Requirements
Cost 43,000 gp (DC 31)

COMBAT ARTS TROUSERS

Aura moderate transmutation **CL** 7th
Slot belt and feet **Price** 12,350 gp (DC 26) **Weight** 2 lbs
These heavy and durable set of military fatigues is olive drab decorated in intricate angular patterns with black paracord stitching. These trousers feature multiple zippered pockets.

Combat Arts Trousers are a set of **+2 stanching armored leggings.**

Special: If Combat Arts Trousers are worn with either the *Combat Arts Jacket* or the *Sword Art Scarf*, they are treated as being a set of **+3 armored leggings of determination** instead.

Construction

Requirements Craft Magic Arms and Armor, *cure critical wounds, stabilize*

Cost 6,175 gp (DC 24)

COMBINED FLEET DUTY UNIFORM

Aura moderate divination **CL** 9th

Slot armor **Price** 36,000 gp (DC 31) **Weight** 2 lbs

This heavy brown, double breasted leather jacket is adorned with the logo of the Combined Fleet POETICA squadron- a battleship silhouetted against the red Rising Sun. It is usually worn with a dark green skirt and red, green or auburn beret (depending on unit).

The Combined Fleet Duty Uniform is a **+3 Buff Coat.** When worn by a POETICA with the Combined Fleet POETICA trait, the character's CF Cannons inflict 2d10 ballistic damage.

Construction

Requirements Craft Magic Arms and Armor, *true strike*

Cost 18,000 gp (DC 2)

COMBATANT'S GI

Aura moderate transmutation **CL** 10th

Slot body **Price** 13,000 gp (DC 27) **Weight** 1 lb

This simple white cotton *gi* (martial arts uniform consisting of a loose shirt and trousers) is tied with a black or brown rope.

When worn by a character with Combatant levels, his unarmed strike and AC bonus are treated as a Combatant of 5 levels higher. The Combatant may use his Graceful Grapple ability against creatures two size categories higher than normal.

If donned by a character who is not a Combatant, he gains the Graceful Grapple class feature, unarmed strike and AC bonus of a first level Combatant. The character is subject to the same restrictions on these abilities as a Combatant.

Construction

Requirements Craft Wondrous Items, *righteous might* or *transformation*

Cost 6,500 gp (DC 24)

CONCERT OUTFIT

Aura moderate evocation and enchantment **CL** 6th

Slot armor **Price** 28,000 gp (DC 29) **Weight** 2 lbs

This eye-catching performer's outfit is dyed in a neon hue, and frilled with lace at every opportunity. It shifts between a frilly performance dress and an equally colorful and lacy suit depending on the wearer's gender. The color itself changes every few days, seemingly at random, but is always a bold and strong hue.

The Concert Outfit is a **+3 radiant school uniform.** When worn by a character with the Bardic Performance class feature, it increases the effective range of that ability to 90 ft. The range increments of any Musical or Superior Musical weapons wielded by the wearer are doubled; this does not stack with the effects of the Far Shot feat, or with the effects of a Techno-Amp.

Construction

Requirements Craft Magic Arms and Armor, *daylight*, creator must have the *bardic performance* class feature

Cost 14,000 gp (DC 27)

CORPSES OBI

Aura overwhelming transmutation **CL** 15th

Slot belt **Price** 240,000 gp (DC 37) **Weight** 1 lb

This jet black silk *obi* smells faintly of the grave and is somewhat moth-eaten.

When worn around the waist, with any magical or non-magical kimono, the wearer's type changes to undead. She gains all the immunities common to player character undead, as her skin blanches and bruises, and her hands and feet turn black with lividity.

The wearer gains any three of the undead abilities, chosen from the list provided by *undead anatomy IV*. She may change the abilities selected each time she assumes undead form.

Removing the Corpse's Obi requires a WILL Save (DC 20+ the number of hours the Corpse's Obi has been worn). Failure indicates the Obi is treated as a cursed item, and cannot be removed until *remove curse, dispel magic* or similar spells are employed. If reduced to 0 HP while the Corpse's Obi is worn, the wearer is destroyed.

Construction

Requirements Craft Magic Arms and Armor, *undead anatomy IV,* creator must be undead

Cost 120,000 gp (DC 34)

DARING FRILLS

Aura faint abjuration **CL** 3rd
Slot wrists **Price** 1,900 gp (DC 20) **Weight** negligible
These frilly cotton sleeves are decorated with billowing bows and long, trailing ribbons.

When the Daring Frills are worn by a character who is wearing light armor or no armor and is at least somewhat revealingly dressed, any effect that would provide a miss chance (such as concealment) is increased by +20%.

Construction
Requirements Craft Magic Arms and Armor, creator must possess the Super Kawaii feat
Cost 950 gp (DC 17)

DARING UNIFORM

Aura moderate abjuration **CL** 7th (underclass) 9th (senior) or 12th (graduate)
Slot armor **Price** 3,400 gp (DC 22) underclass, 16,400 gp (DC 28) senior, 24,800 gp (DC 29) graduate **Weight** 1 lb
This navy blue school uniform has bold red and gold accents and is cut to reveal a lot more skin than most school dress codes would find acceptable. The Daring Uniform is such a strong navy it seems almost black, in the right light.

The Daring Uniform (underclass) is a **+1 deathless school uniform**, which provides the wearer with a +4 morale bonus on saves against fear while the armor is worn.

The Daring Uniform (senior) is a **+2 deathless school uniform**, which provides the wearer with a +8 morale bonus on saves against feat while the armor is worn.

The Daring Uniform (graduate) is a **+3 deathless school uniform** that provides immunity to fear while the armor is worn.

Construction
Requirements Craft Magic Arms and Armor, *death ward, good hope*
Cost 1,700 gp (DC 20) underclass, 8,200 gp (DC 25) senior, 12,400 gp (DC 26) graduate

DARK ROSETTE STOCKINGS

Aura moderate illusion and strong transmutation **CL** 13th
Slot feet **Price** 43,400 gp (DC 31) **Weight** negligible
These lace stockings are patterned with curling rose vines that climb the thighs and calves. Magenta ribbons crown the stockings and equally vivid colors adorn the toes.

Dark Rosette Stockings are a set of **+2 creeping armored leggings.** Once per day, the wearer may speak a command word and become *ethereal,* as the spell, *ethereal jaunt* for one minute.

Construction
Requirements Craft Magic Arms and Armor, *cat's grace, ethereal jaunt, invisibility*
Cost 21,700gp (DC 28)

DEMON HUNTER II TACTICAL BODY ARMOR

Aura moderate illusion and strong transmutation **CL** 15th
Slot armor, body and head **Price** 29,500 gp (DC 30)
Weight 20 lbs
Demon Hunter II tactical body armor is the field uniform for Chrysanthemum Seven operatives engaged in especially high risk anti-supernatural warfare. Demon Hunter II suits are not pulled from the armory for every mission, not even every mission involving spellcasters and oni. Due to their expense and rarity, these armors are only issued to operatives stalking elder oni-lords or dragons, or deploying on a seek and destroy mission into the Tatakama or Black Else itself.

Demon Hunter II tactical body armor is dark grey and matte-black Kevlar body armor, reinforced with slip in ceramic plates, groin, shin and forearm padding as well as a clamshell breast-plate and bullet-proof helmet with mirrored gold visor. Chrysanthemum Seven operatives wear only their golden blossom unit insignia and the Japanese flag as patches, and do not wear any form of rank insignia or identifiers.

Demon Hunter II is a **+2 ghost touch, improved shadow forced entry unit.** The Demon Hunter II tactical body armor's shadow quality provides a +10 bonus on Stealth checks, more than offsetting the forced entry suit's armor check penalty.

Construction
Requirements Craft Magic Arms and Armor, *invisibility, silence, etherealness*
Cost 14,750 gp (DC 27)

DEMON QUEENS CORSET

Aura moderate transmutation **CL** 10th
Slot armor **Price** 78,000 gp (DC 33) **Weight** negligible
This lacy black corset is as ethereal and tempting as an erotic nightmare. It resembles a pair of black and violet bat wings that have barely stretched to cover the wearer's breasts….breasts that always look very bulbous and impressive in the corset.

The Demon Queen's Corset is a set of **+3 Battle Lingerie.** While wearing the Demon Queen's Corset, the character's busty bonus to AC increases to +4. The wearer casts spells with the *darkness, death* or *evil* descriptors at +1 caster level. For one round after casting any spell with one of these descriptors, her busty bonus to AC inceases to +6.

Special: Only female characters with the Busty Extreme trait may benefit from this magic armor.
Construction
Requirements Craft Magic Arms and Armor, *busty injection,* creator must be evil
Cost 39,000 gp (DC 30)

DEMON QUEENS DRESS

Aura strong transmutation **CL** 11th
Slot none **Price** 136,000 gp (DC 35) **Weight** 8 lbs
This seductive dress is an elegant combination of dark, soft fox-fur, ebony silk and jet black leather straps with gleaming silver buckles. It accentuates everything, and the wearer's breaths sway and pulse enticingly with every breath she takes.

The Demon Queen's Dress is considered a **+2 set of studded leather armor** with no arcane spell failure chance. The wearer adds +2 to the base save DC of any spells she casts with the Busty descriptor, which stacks with the Mega-Busty feat, if present. The wearer is always considered proficient with this armor.

Special: Only female characters with the Busty Extreme trait may benefit from this magic armor.
Construction
Requirements Craft Magic Arms and Armor, *transformation,* creator must have the Busty Extreme trait
Cost 68,000 gp (DC 32)

DETECTIVES SUIT

Aura moderate divination **CL** 5th
Slot armor **Price** 17,650 gp (DC 28) **Weight** 2 lbs
This somber black, double breasted suit is cut in a funeral style. Heavy brass buttons on the front and multiple brass cufflinks are polished bright against the heavy, ebony wool.

The Detective's Suit is considered **+2 cloth armor,** though it is treated as a school uniform for the purposes of magical accessories**.** While wearing the detective's suit, the character receives a +4 bonus on Perception checks made to find forensic evidence of a crime; he is entitled to make Perception checks any time he merely comes within 10 ft of a potential clue, as if actively searching.

Once per day, the wearer can use *Zone of Truth,* but this spell can only be triggered in a specific area that must be connected to law enforcement. For example, the wearer could trigger this ability in a particular interrogation room or detective's office, a particular prison cell or the like. The particular location is specified when the Detective's Suit is first enchanted, and cannot thereafter be changed. The location is known to the wearer by a small tag sewn into the inside breast pocket.

Construction
Requirements Craft Magic Arms and Armor, *detect thoughts, zone of truth*
Cost 8,825 gp (DC 25)

DIMENSIONAL PLUG SUIT

Aura moderate conjuration **CL** 10th
Slot armor **Price** 138,000 gp (DC 35) **Weight** 5 lbs
Military trained Summoners attached to Project GILGAMESH are often issued these formfitting suits of latex and Kevlar light body armor. The Dimensional Plug Suit is a body hugging, ultra-advanced, arcano-tech spacesuit in a single vibrant color whose hue matches the Summoner's eidolon. An inactive Dimensional Plug Suit is translucent, clear vinyl, that assumes the color of the wearer's eidolon within minutes of being donned.

The Dimensional Plug Suit functions as **+2 studded leather armor of determination.** While wearing the Dimensional Plug Suit, a wearer gains the eidolon and life-link class features of a first level summoner; the wearer's eidolon must always be built with the Biped base form. A summoner who wears the Dimensional Plug Suit treats their eidolon and summon monster spelllike abilities as if their Summoner class level is +5 levels higher.

Construction
Requirements Craft Magic Arms and Armor, *breath of life, lesser planar binding*, creator must be a Summoner
Cost 69,000 gp (DC 32)

EDEN GAUNTLETS

Aura strong abjuration **CL** 18th
Slot armor and hands **Price** 39,000 gp (DC 31)
Weight 2 lbs
This set of heavy steel gauntlets is adorned with elongated gothic crosses on the forearms, while the inside of each wrist is decorated with low relief carvings of Adam and Eve, in the simplistic style of an illuminated manuscript. The gauntlets are thickly lined with white cloth.

When donned by an other wise nude (or mostly so) wearer, a shimmering field of force that looks almost like a set of knightly plate appears. The wearer gains a +5 deflection bonus to Armor Class. The purity of the Gauntlets, reminiscent of the purity of mankind before the Fall of

Man, provides the wearer with immunity to poison and disease.

A non-good wearer gains one negative level while wearing the Gauntlets, which cannot be removed while the Gauntlets are worn.

Construction
Requirements Craft Magic Arms and Armor, *remove disease, remove poison, shield of faith*
Cost 19,500 gp (DC 28)

ELEGANT BUSINESSMANS WAIST COAT

Aura moderate enchantment **CL** 9th
Slot body **Price** 35,000 gp (DC 30) **Weight** negligible
This fine silk vest is designed to be worn beneath a tailored business suit. It is a sleek brown, accented by gold, and practically smells of money and power. Such fine vests are often presented to especially favored underlings by their Amakaze masters.

While wearing the Elegant Businessman's Waist Coast, the character gains a +10 luck bonus on Profession (white-collar) checks made to earn a living, as well as Knowledge (civics) checks related to the stock market and financial industries.

Once per week, when purchasing any non-magical luxury good or high-priced service (such as purchasing a luxury automobile, booking first class airline passage or a week's stay at an exclusive resort), the wielder can call upon the waist coat's magic to reduce the item's purchase cost by 1d4x10 percent (-10 to -40 percent).

Special: Only males can benefit from this magic item.
Construction
Requirements Craft Wondrous Items, *dominate person*
Cost 17,500 gp (DC 28)

ENDLESSLY HUNGRY LINGERIE

Aura strong transmutation **CL** 9th
Slot body **Price** 17,000 gp (DC 28) **Weight** negligible
This negligee seems spun from hateful shadows and spiderwebs. It clings tightly to the body and has a cut-away crotch giving it an obviously sexual, yet slightly retro, appeal.

While wearing the Endlessly Hungry Lingerie, the character gains Vaginal Prison as a bonus feat, even if she does not meet the prerequisites. If she already has this feat, she gains Unbirth as a bonus feat instead.

Special: Only female characters can benefit from this magic item.
Construction
Requirements Craft Magic Arms and Armor, *polymorph,* creator must have the Vaginal Prison feat.
Cost 8,500 gp (DC 25)

ENENRA RUBBER

Aura strong conjuration **CL** 10th
Slot armor, body, head and headband
Price 97,500 gp (DC 34) **Weight** 21 lbs
The Enenra Rubber is a fully enclosed suit of rubber and PVC, worn by fetishists and imbued with the breath-stealing power of the *oni's black smoke*. The Enenra Rubber is a ninja's dream, a soldiers greatest asset. The Rubber allows its wearer to move as silently as the wind, and kill as certainly as VX nerve gas. The Enenra Rubber is a rubber and PVC body stocking complete with a fully enclosed mask. The Enenra's mask resembles a stylized gas mask enhanced with animalistic and demonic features. Several curling horns jut from the helmet, and the gas mask's canisters are sculpted to resemble boars tusks. Protective kanji are written on the suit's lining in blue and pink shellfish ink.

Enenra Rubber is **+2 studded leather armor**.

In addition, the integrated gasmask renders the wearer immune to suffocation, strangulation and inhalation poisons and disease. The wearer can become *gaseous* for a maximum of 40 rounds (4 minutes) per day as if by the spell *gaseous form*. These rounds need not be consecutive, but must be in full round increments. Becoming *gaseous* or solidifying is a free action.

Once per day, the Enenra Rubber's wearer can exhale a cloud of mustard yellow gas through his tusk like breathing tubes as a standard action. Doing so casts a 10th level *Cloud Kill* effect.

Construction
Requirements Craft Magic Arms and Armor, *gaseous form, cloud kill*
Cost 48,750 gp (DC 31)

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F-14 TOMCAT AV-WINGS

Aura strong transmutation **CL** 9th
Slot shoulders, neck, hands **Price** 90,000 gp (DC)
Weight 15 lbs
A backpack of aviation-grade aluminum is shaped like the sleek fuselage of the world's most iconic fighter plane. Short wings extend from the back pack, and like those of a full scale F-14 Tomcat, can swing back for greater in-air speed. Tiger stripe detailing at the tip of each sleek, razor-edged wing provide a sense of style. Gauntlets and breast plating fitted to the Av-Wings are molded from the same aluminum.

While wearing the F-14 Tomcat Av-Wings, the metal fuses to the wearer's flesh, becoming living aluminum. The character gains the Aeromusume capability of a first level Assault Witch Cavalier; if the character is an Assault Witch she gains an additional daily use of the Aeromusume ability.

While wearing the Av-Wings, whenever the character manifests her Aeromusume form, she also assumes feline traits. The tiger stripe detailing extends down the character's arms, her ears become pointed, cat's ears, and her eyes become yellow slits.

While in Aeromusume form, the character undergoes the following additional changes:

- Improves Flight Speed by +30 ft
- Gains Darkvision 90 ft or improves existing Darkvision by +30 ft
- Gains a +4 enhancement bonus to her DEX score
- Gains two claw attacks as primary natural attacks (1d6+STR modifier slashing, 20/x2)

Construction
Requirements Craft Wondrous Items, *beast shape II, military flight,* creator must have Assault Witch Caviler levels
Cost 45,000 gp (DC)

FASHIONABLE LOLITA'S BLOUSE

Aura moderate transmutation **CL** 8th
Slot body **Price** 32,000 gp (DC 30) **Weight** negligible
This light, sleeveless cotton women's t-shirt changes color and its silk-screened design every time the wearer walks through a new doorway.

While wearing this magical t-shirt, the wearer gains the following abilities: the Small Breasts Forever trait and the Mega-Pettanko Feat, as well as Super Kawaii. These feats are considered racial bonus feats. However, the wearer suffers a -2 penalty to her STR score, as the magical blouse makes her petite to the point of emaciation.

Special: Only female characters can benefit from this magic item. Wearers with the Gyaru cultural template do not suffer a penalty to their STR score when wearing this magic item.
Construction
Requirements Craft Wondrous Items, *eagle's splendor*
Cost 18,000 gp (DC 28)

FREETERS BLACK FLANNEL

Aura faint enchantment **CL** 2nd
Slot body **Price** 1,800 gp (DC 20) **Weight** negligible
This ordinary, long-sleeved dark flannel shirt is dingy with age and use, and has been worn in to be exceptionally comfortable. Such casual shirts are pretty much a uniform for Black Japan's freeters and free-thinkers.

While wearing the Freeter's Black Flannel, the character receives a +3 competence bonus on Knowledge (local) checks and on Bluff checks made concerning money in any way (such as talking your way out of a bill, scamming a few thousand yen off a businessman, or the like).

Special: Only character with the Freeter cultural template can benefit from this magic item.
Construction
Requirements Craft Wondrous Items, *glibness*, creator must be a Freeter
Cost 900 gp (DC 17)

FREETERS BLUE FLANNEL

Aura faint illusion **CL** 1st
Slot body **Price** 2,000 gp (DC 20) **Weight** negligible
This extremely comfortable, if slightly worn, long-sleeved flannel shirt is a dark blue check. Lots of Freeters have a similar shirt tucked at the back of their cramped closet somewhere.

While wearing the Freeter's Blue Flannel, the character is wrapped in a minor illusion that makes them appear dressed in an ordinary outfit of their choice, usually a standard suit and tie, regardless of their actual appearance. The Freeter can change the details of their illusory appearance as a standard action, and always appears clean shaven and well made-up while wrapped in this illusion. Other characters of the Freeter cultural template are immune to this illusion.

Special: Only characters with the Freeter cultural template can benefit from this magic item.
Construction
Requirements Craft Wondrous Items, *alter self,* creator must be a Freeter
Cost 1,000 gp (DC 17)

FRESHNESS UNIFORM

Aura faint enchantment **CL** 5th
Slot armor **Price** 6,300 gp (DC 24) **Weight** 2 lbs
Many of Black Japan's youngest heroines wear Freshness styled uniforms with pride. Each uniform is an elaborate, frilled and colorful. Occult tailors match the color of the Freshness Uniform to the wearer's personality and drives, and all the intricately stitched components share the same bright shade. Freshness Uniforms are worn with a big, flouncy, checked bow-tied neckerchief, and are often accessorized with a matching beret or overly large witch's hat.

The Freshness Uniform is a **+1 school uniform**. Each Freshness Uniform is made with a specific wearer in mind, and during that wearer's birth month, the Freshness Uniform acts as a **+3 school uniform** instead. The particular month is noted on a golden tag worn at the nape of the neck. While wearing the Freshness Uniform, the character is treated as if possessing the *Iron Heart* feat.

Construction
Requirements Craft Magic Arms and Armor, *heroism*
Cost 3,150 gp (DC 22)

GENKI ROAD JACKET

Aura moderate transmutation **CL** 5th
Slot armor **Price** 45,500 gp (DC 31) **Weight** 2 lbs
This hot red faux-leather racing jacket is specially reinforced for hard use and is designed to keep bikers alive when it all fucks up. Gang or motorcycle club patches usually adorn the back.

The Genki Road Jacket is a set of **+3 racing leathers,** which provide a +5 competence bonus on Drive checks.

While wearing the Genki Road Jacket, any motorcycle or similar vehicle driven by the character becomes nearly impossible to destroy. The motorcycle's tires have their Hardness and HP doubled while the rider is astride the bike, and the vehicle has effectively infinite fuel. In addition, jury-rigged repairs made by the wearer of the Genki Road Jacket are considered permanent repairs as long as he or she is astride the bike.

Construction
Requirements Craft Magic Arms and Armor, *fuel the engine, workaround*
Cost 22,750 gp (DC 29)

GENKI TROUSERS

Aura faint abjuration **CL** 3rd
Slot legs **Price** 2,500 gp (DC 21) **Weight** 2 lbs
These dark red riding trousers are made from heavy, durable denim and hemp, with integral leather and polymer protective pads on the knees and shins in a similar shade. They are designed for motorcycle riders, but are also pretty useful in a knock-down, drag-out street brawl.

Genki Trousers are a set of **+1 armored leggings.**

Construction
Requirements Craft Magic Arms and Armor, *mage armor* or *shield*
Cost 1,250 gp (DC 19)

GENKI VEST

Aura faint enchantment **CL** 5th
Slot armor **Price** 9,600 gp (DC 25) **Weight** 2 lbs
This thickly padded red faux-leather vest has a high collar and thin, white cotton sleeves. No matter how torn or tattered the Genki Vest gets, it usually is in pristine condition by the next dawn- though the wearer can't often say the same.

The Genki Vest is a set of **+2 padded armor** which twists the wearer's luck. The wearer receives a +1 luck bonus on attack rolls and all saving throws while wearing the Genki Vest, but suffers an additional +2 points of damage from any bludgeoning melee attack or unarmed strike. These effects persist as long as the Genki Vest is worn.

Construction
Requirements Craft Magic Arms and Armor, *unprepared combatant*
Cost 4,800 gp (DC 23)

GLISTEN SHIRT

Aura faint transmutation **CL** 5th
Slot body **Price** 31,000 gp (DC 30) **Weight** neg.
The Glisten Shirt is a seductive, black mesh shirt that fits tight on the body, and offers tantalizing glimpse of the flesh just behind the thin mesh. When the light strikes the Glisten Shirt just so, the skin beneath glows and glistens like burnished bronze, and instead of toned flesh, the skin beneath the shirt recalls the scales of a great heavenly carp… But than the light changes, and it's just a sexy club shirt again.

While wearing the Glisten Shirt, the wearer is protected by golden scales, which may be a trick of the light. These semi-real scales provide a +1 deflection bonus to Armor Class. Further, while wearing the Glisten Shirt, the wearer gains the *amphibious* special quality.

The Glisten Shirt grants the wearer the fluidity and mercurial nature of elemental water. The Glisten Shirt's wearer receives a +1 enchantment bonus on all sexually focused Bluff and Diplomacy checks made while wearing the shirt.

Construction
Requirements Craft Magic Arms and Armor**,** *mage armor, water breathing*
Cost 15,500 gp (DC 27)

GOTHIC GREAT COAT

Aura moderate transmutation **CL** 10th
Slot armor **Price** 39,500 gp (DC 31) **Weight** 10 lbs
Worn by adventuring priests and bishops of the Hidden Cathedral, this jet black leather duster is reinforced with silvery, filigreed plates running the length of each sleeve. Huge and heavy pauldrons protect each shoulder. Both pauldrons are inscribed with a baroque cross. The collar is that of a priest's.

The Gothic Great Coat is a **+2 benevolent, righteous buff coat.** When worn by a cleric who has chosen any Gothic Christian patron deity, the cleric re-rolls any 1s or 2s on the dice when channeling positive energy once. The cleric must accept the result of the reroll(s) even if they are worse than the initial rolls.

Construction
Requirements Craft Magic Arms and Armor, *aid*, *righteous might,* creator must have a Gothic Christian patron deity
Cost 19,750 gp (DC 28)

GOTHIC KNIGHT PLATE

Aura moderate illusion **CL** 10th
Slot armor **Price** 23,000 gp (DC 29) **Weight** 50 lbs
This armor is heavy black plate mail decorated with lace, studded with silver crests and armored by dramatically curved and razor edged shoulder and knee plating. The armor is designed in an exaggeration of Western-style full plate.

Gothic Knight Plate Armor is a set of **+3 champion, glamered full plate.** Upon command, the armor can assume the form of either a black tuxedo (for male wearers) or an elaborate ball gown (for female wearers). Other versions of the armor become a priest's vestments (for male wearers) or a dark black habit (for female wearers). In either case the outfit is dramatic, expertly fitted, jet black and accented with white and silver, and cut in a fanciful, Victorian style.

Construction
Requirements Craft Magic Arms and Armor, *disguise self, protection from evil*
Cost 10,750 gp (DC 26)

GREY GEISHA UNIFORM

Aura faint abjuration **CL** 2nd
Slot armor **Price** 2,000 gp (DC 20) **Weight** 2 lbs
All Grey Geisha Café staff wear grey kimonos worn right wrapped over left, in corpse fashion. These kimonos are a little tighter, a little more breast-hugging than is traditional. The café's logo adorns the dark obi. Senior staff members and managers with at least one decade of solid service are presented with finely made, enchanted versions of the standard work-a-day uniform in return for their years of loyalty.

The Grey Geisha Uniform is a **+1 school uniform.** While wearing this fine grey kimono, the wearer receives a +5 enchantment bonus on Bluff, Diplomacy and Sense Motive checks made against Goryohime, and is under a permanent *hide from undead* effect against mindless undead.

Construction
Requirements Craft Magic Arms and Armor, *hide from undead*
Cost 1,000 gp (DC 18)

HANGING ACADEMY UNIFORM

Aura faint necromancy **CL** 3rd
Slot armor **Price** 3,200 gp (DC 22) **Weight** 2 lbs
The Hanging Academy dresses its students in a highly fashionable black blazer and checked ebony and purple skirt, accessorized with a white silk scarf or noose (to hide the ropemarks).

The Hanging Academy Uniform is a **+1 school uniform.** While wearing the Hanging Academy Uniform, an undead gains Channel Resistance equal to her CHA modifier (thus a Goryohime with 17 CHA (a +3 modifier) would receive Channel Resistance +3). The Hanging Academy Uniform always provides the wearer with Channel Resistance +1, even if her CHA score would not normally provide any bonus.

Construction
Requirements Craft Magic Arms and Armor, *false life*
Cost 1,600 gp (DC 19)

HANGING ACADEMY CLOAK

Aura moderate evocation **CL** 5th
Slot shoulders **Price** 16,000 gp (DC 28) **Weight** 1 lb
This long, velvet-lined silk cloak is as black as the night sky itself has a golden braided lanyard and clasp. Such cloaks are worn by upperclassmen at the Hanging Academy during formal events.

When the Hanging Academy Cloak is worn, all undead within 30 ft, including the wearer if she herself is undead, receive a +1 morale bonus on all saving throws.

Special: If the *Hanging Academy Cloak* is worn with the *Hanging Academy Uniform*, all undead within 30 ft gain a +2 morale bonus on all saving throws instead as well as a +1 morale bonus on melee attack rolls and Perform checks.

The wearer of the *Hanging Academy Uniform* receives an additional +2 Channel Resistance while the *Hanging Academy Cloak* is worn.
Construction
Requirements Craft Wondrous Items, *desecrate*
Cost 8,000 gp (DC 25)

HARDSUIT OF CANNIBAL HELL

Aura overwhelming necromancy **CL** 18th
Slot armor **Price** 269,000 gp (DC 37) **Weight** 66 lbs
This grotesque 'hardsuit' is oni-kind's mimicry and grim parody of human technology taken to a horrific extreme. Functioning purely through occult-tech engineering principles rather than anything approaching Earth science, this armor's hardpoints are specially fused bone bolted to bloody and raw musculature. Naked sinew cunningly

stitched holds the armor together, and a long blade grown from the articulated spinal column of a murdered child protrudes from the bone-shod right gauntlet. The helmet is a horror of twisted and fused skulls.

As far as is known, there is only a single hardsuit of this type in the Earth realm, and it rumored to be in the proud possession of the fearsome *Akabeko Clan*, a gift from the elder oni lords of the Black Else to a favored minion.

The Hardsuit of Cannibal Hell functions as **+3 unrighteous grade-III powered armor of heavy fortification and determination.** While wearing the armor, the wearer can use the *cannibal processing* spell at will, as a spell-like ability.

Weapons
The Hardsuit of Cannibal Hell is fitted with a bone sword fused to the right gauntlet that functions as a ***+2 vorpal scimitar.***

Special: The Hardsuit of Cannibal Hell bestows one permanent negative level on any good creature attempting to wear it. The negative level remains as long as the armor is worn and disappears when it is removed. This negative level cannot be overcome in any way (including by *restoration* spells) while the armor is worn.

Special: Because of the Hardsuit of Cannibal Hell's non-metallic constructions, it may be freely worn by Druids.

Construction
Requirements Craft Magic Arms and Armor, creator must be any Evil alignment, *breath of life, cannibal processing, circle of death, keen edge, limited wish, righteous might*
Cost 134,500 gp (DC 35)

HARDSUIT, MAIDS

Aura strong transmutation **CL** 9th
Slot armor **Price** 89,500 gp (DC 33) **Weight** 55 lbs
This glossy black, highly aerodynamic powered armor is reflective obsidian, trimmed with white. Citylights gleam and glow within the depths of the onyx alloy. A white lace skirt (made of armored fabric that feels like silk but can stop a .45 round) hangs from the hip pods, without compromising either flight maneuverability or stealth profiling. The hardsuit's rounded visor provides excellent peripheral vision, and allows you to see the pilot's face behind a thin yet durable layer of pale pink smart-glass.

The Maid's Hardsuit is a set of **+3 benevolent, bolstering grade-I powered armor.**
The armor has a flight speed of 90 ft (good).
While wearing the Maid's Hardsuit, the character is treated as possessing the *Combat Reflexes* and *Bodyguard* feats. While wearing the Hardsuit, the number of attacks of opportunity the wearer may make is equal to 1/3 her ranks in Profession (domestic), rather than her DEX modifier, if her ranks in Profession (domestic) are greater.

Despite the fact it is fully enclosed armor, the Maid's Hardsuit has the *Near Nudity* mundane armor quality.

Construction
Requirements Craft Magic Arms and Armor, *aid, greater armored medio, heroism, military flight*
Cost 44,750 gp (DC 31)

HARDSUIT, MOONLIGHT ASSAULT

Aura strong illusion **CL** 12th
Slot armor **Price** 120,000 gp (DC 34) **Weight** 70 lbs
Moonlight Assault armor is an elegant set of advanced, flight-configured powered armor; the majority of the armor is a dull grayish-blue, accented by gleaming chrome trim on the leading edge of each maneuvering wing, and the edge of each gauntlet and the soles of the armored boots. Maneuvering verniers built into the hip cladding, at the base of the spinal armor and in the boots increase maneuverability and precision.

The Moonlight Assault Hardsuit is a set of **+3 glamered grade-III powered armor.** The armor assumes the form of elegant evening wear in shades of grey, silver, blue and white. Unlike traditional powered armor, the Moonlight Assault Hardsuit provides a greater bonus to DEX rather than to STR, providing a +10 DEX and +6 STR enhancement bonus.

The armor has a flight speed of 120 ft (average); in areas of dim illumination or worse, this increases to 240 ft (good).

Weapons
The Moonlight Assault Hardsuit is equipped with an integral rail pistol built into the palm of right gauntlet. The pilot can insert ammo clips into a feeder built into the underside of the gauntlet. This weapon functions as a ***+2 silvered rail pistol of distance.*** Usually, the pilot carries 6x reloads in a storage pod built into her thigh armor.

Unarmed strikes made with the Moonlight Assault Hardsuit are treated as silver for the purpose of overcoming damage reduction.
Construction
Requirements Craft Magic Arms and Armor, *darkness, disguise self, clairvoyance/clairaudience, military flight*
Cost 60,000 gp (DC 32)

HARDSUIT, ONI-BLOOD

Aura moderate abjuration **CL** 7th
Slot armor and weapons **Price** 46,000 gp (DC 31) **Weight** 75 lbs
The Oni-Blood Hardsuit has a rich brown hull with a styling like a traditional samurai's o-yoroi, accented by blood red and vermillion. The faceplate is a snarling demon's mask, resembling a traditional noh mask, but sculpted from modern ballistic polymer. The armor's bulky gauntlets are noticeably oversized and end in serrated, diamond-dusted cutting talons. A faint rivulet of blood trickles from the heavy soles of the armored boots, seemingly at random.

The Oni-Blood Hardsuit is a **+2 dastard, deathless, grade-II powered armor.**

Special: If worn by an Ironclub Oni, the Oni-Blood Hardsuit is provides the wearer with a +30 ft enhancement bonus to base land speed. The Ironclub Oni's *Murder Zen* racial trait always functions with the Knuckle Bombers. However the blood flow from the soles is quite noticeable and leaves clear foot prints.

Weapons
The Oni-Blood Hardsuit is equipped with a pair of *Knuckle Bombers* (this sourcebook). These weapons are ***+1 thundering cestus.***

Construction
Requirements Craft Magic Arms and Armor, creator must be an Ironclub Oni *blindness/deafness, deathward, protection from good*
Cost 23,000 gp (DC 29)

HARDSUIT, RIDING BEETLE

Aura strong conjuration **CL** 9th
Slot none **Price** 55,500 gp (DC 32) **Weight** 55 lbs
This glossy violet-black powered armor's hull is composed of genetically engineered chitin specially modified for durability. The bug-eyed helmet is crowned by an impressive, threatening set of short, jagged steel and gold antlers. The suit's under layer is a ribbed, rubbery ebony.

The Riding Beetle Hardsuit is a set of +**1 wild grade-I powered armor,** however, the wild property only functions when the wearer assumes any Vermin or insectoid form.

Once per day, the wearer may summon either a giant stag beetle or a top of the line Japanese racing bike (use the D20 Modern statistics for a Ducati 998R motorcycle, if necessary.) In either case, the summoned entity remains in existence for one hour, or until destroyed or dismissed. The summoned entity will shift between giant stag beetle and motorcycle form at the wearer's verbal command for the duration of the effect. If the summoned entity is destroyed in either form, it cannot be summoned again for 1d4 days; during this time the Riding Beetle Hardsuit's *wild* property is suppressed.

Due to the armor's non-metallic construction, it may be worn by Druids.

Construction
Requirements Craft Magic Arms and Armor, *baleful polymorph, ghost chassis, summon nature's ally IV*
Cost 27,750 gp (DC 29)

HARDSUIT, RONIN-SHADOW

Aura moderate conjuration **CL** 7th
Slot armor **Price** 54,000 gp (DC 32) **Weight** 65 lbs
The Ronin-Shadow Hardsuit is a high-gloss, metallic navy blue accented with neon pink and ebony. Heavily armed and agile, the Ronin-Shadow has a sleek, feminine silhouette. The armor has an opaque metallic helmet that swings down and locks into place over a transparent inner visor. Small horn-like antenna on either side of the visor provide sensors and communications.

The Ronin-Shadow Hardsuit is a set of **+2 stanching grade-II powered armor.**

While wearing the Ronin-Shadow Hardsuit, the character gains a +5 competence bonus on Acrobatics checks made to jump; this increases to a +10 competence bonus on Acrobatics checks made to jump in urban areas with a population of at least 1 million.

Weapons
The Ronin-Shadow Hardsuit includes weapons built into the armor's gauntlets. Neither weapon can be disarmed.

- The suit's right gauntlet includes a ***+1 keen high frequency sword***, which folds out of the bracer and locks into place.

- The suit's left gauntlet includes a ***+1 pulse rifle of infinite ammunition.***

Construction
Requirements Craft Magic Arms and Armor, *cure critical wounds, jump, stabilize*
Cost 27,000 gp (DC 29)

HARDSUIT, TORTURE BALLERINA

Aura strong necromancy and transmutation **CL** 18th
Slot armor **Price** 330,000 gp (DC 38) **Weight** 45 lbs
This elegant powered armor has the lines of a woman's silhouette, lean and spindly, its proportions as exaggerated as a supermodel's physique. The hull is a gleaming obsidian that glistens with bright little occlusions, like stars at midnight. A rack of slender maneuvering jets run the length of the spinal plating, and the armor's shoulder pauldrons, greaves and knee guards taper down to black thorns. Instead of articulated gauntlets, the wearer's hands are trapped beneath twin, monomolecular scimitar and her boots terminate in razor spindles.

The Torture Ballerina is a set of **+3 expeditious grade-II powered armor.** Unlike traditional powered armor, the Torture Ballerina Hardsuit provides a greater bonus to DEX rather than to STR, providing a +6 DEX and +4 STR enhancement bonus. While wearing the Torture Ballerina armor, the character gains *Dodge, Combat Reflexes, Combat Expertise* and *Whirlwind Attack* as bonus feats.

The wearer may use 1/3 her ranks in Perform (dance) rather than her DEX modifier to determine how many attacks of opportunity she is allowed by Combat Reflexes while piloting this armor. She is treated as possessing the Improved Two Weapon Fighting and Greater Two Weapon fighting feats when wielding her *Sadistic Sabers,* even though they are not light weapons.

The Torture Ballerina armor prevents the pilot from speaking, casting spells with verbal components or making any vocal noise while wearing the armor. However, the armor provides the wearer with a +10 equipment bonus to Stealth checks, and the armor check penalty does not apply to Stealth checks.

Weapons
The Torture Ballerina armor is equipped with a pair of *Sadistic Sabers*, which take the place of conventional hands; the pilot cannot wield additional weapons or perform skills requiring manual dexterity while wearing the armor.

The Sadistic Sabers are a pair of +*2 **vorpal scimitar.***

Construction
Requirements Craft Magic Arms and Armor, *circle of death, expeditious retreat, keen edge, polymorph*
Cost 165,000 gp (DC 36)

HEROINES HABIT

Aura moderate conjuration and evocation **CL** 8th
Slot armor **Price** 13,500 gp (DC 27) **Weight** negligible
The Heroine's Habit is a nun's habit of unusual cut. The heavy cloth vestments are a deep azure, accented with pristine white and include a wimple in matching tones. The Heroine's Habit includes a pair of white stockings that are often, and tantalizingly, revealed by slits in the thigh.

The Heroine's Habit is a set of **+2 deathless, defiant, radiant cloth armor.**
Construction
Requirements Craft Magic Arms and Armor, *daylight, death ward, summon monster I*
Cost 6,750 gp (DC 24)

HORRID NEGLIGEE

Aura strong transmutation **CL** 15th
Slot body **Price** 118,000 gp (DC 34) **Weight** negligible
This black lace negligee clings close to the body, like spiderwebs or shadows. When the wearer calls upon its magic, the negligee becomes ebony mist, clinging close to the wearer's radically transformed body.

While wearing the Horrid Negligee, the wearer can call upon its power as a free action. Doing so provides the wearer with the Womanly Suffocation, Unbirth and Vaginal Prison feats as bonus feats, even if the wearer does not meet the requirements, including gender requirements. The wearer can safely remain in this state for up to five minutes. If the magic is dismissed before this time, the wearer is merely *fatigued* for one minute per minute (or portion thereof) spent in the transformed state.

Each minute after the first, the wearer is receives a cumulative +1 enhancement bonus to their STR score, in addition to the above effects, but must succeed at a FORT Save each minute or undergo a permanent and horrific transformation. This FORT Save DC begins at 22 and increases by +2 per additional minute.

Once the FORT Save is failed, the wearer's current enhancement bonus to STR becomes permanent, and the wearer is permanently affected as if by the *spider yokai* spell, additionally suffering a permanent -1d8 penalty to their INT and CHA scores. The Horrid Negligee permanently merges into their body and becomes useless, unless removed by *remove curse*.

If the Horrid Negligee's magic is dismissed before the transformation becomes permanent, the wearer is considered *exhausted* for one hour per minute the negligee was worn. If the Horrid Negligee is activated while the wearer is *exhausted*, there is no safe period, and the wearer must begin making FORT Saves against the permanent transformation immediately.

Construction
Requirements Craft Magic Arms and Armor, *spider yokai*
Cost 59,000 gp (DC 32)

HOTEI'S FORTUNATE T-SHIRT

Aura faint divination **CL** 2nd
Slot body **Price** 1,650 gp (DC 19)
Weight negligible
This rather ordinary grey cotton t-shirt has a silk-screened print of the jolly, laughing Buddha surrounded by mice.

While wearing this t-shirt, the character treats a roll of 1-9 on a Profession check made to earn a living as a 10 instead. If the character has 10 or more ranks in any Profession skill, he or she treats a roll of 1-14 as a 15 instead.

Special: This is a Fukujin magic item, dedicated to Hotei. See the "Full Fukujin" sidebar in *Black Tokyo's Unlimited Edition.*
Construction
Requirements Craft Wondrous Items, *guidance*
Cost 825 gp (DC 17)

HONEY FLARE DRIVER

Aura strong conjuration **CL** 10th
Slot armor **Price** 111,000 gp (DC 34)
Weight negligible (inactive), as armor (active)
In its inactive state, the Honey Flare Driver unit is a palm-sized disk of complex golden circuitry, worn as a decorative pectoral. When the wearer shouts a spoken command- "Honey Flare!" she is bathed in shimmering golden flames that burn away her clothing and wrap her in a superheroic garb.

As a standard action, the wearer can transform the Honey Flare Driver into any one of the following armor types. When she transforms, any non-magical clothing she is wearing is destroyed. The wearer can remain in the chosen armor configuration for the period listed. After this period, if not deactivated sooner, the armor returns to its inactive state. A particular armor type cannot be activated more than once per day.

Possible armor types include:
- +2 radiant school uniform (four hours)
- +2 radiant battle lingerie (four hours)
- +2 radiant utility bodystocking (one hour)
- +1 radiant grade I powered armor (ten minutes)
- +1 radiant grade II powered armor with 120 ft Flight speed (one minute)

Special: If worn by a POETICA, the conjured armor is treated as being of +1 greater enchantment instead *(so the +2 radiant school uniform would be treated as a +3 radiant school uniform when worn by a POETICA.)*
Requirements Craft Magic Arms and Armor, *call powered armor, daylight*
Cost 55,000 gp (DC 31)

HYPOXIAN TUTU

Aura moderate necromancy **CL** 5th
Slot body **Price** 30,000 gp (DC 30) **Weight** negligible
This ebony and purple tutu is the performance costume for young Goryohime dancers performing with the Hanging Academy's elite Hypoxian Ballet Company. Its edges are ragged and artistically torn, like a burial shroud, and it is light as a shadow.

A Goryohime or other undead who wears the Hypoxian Tutu receives a +5 enchantment bonus on Acrobatics, Stealth and Perform (dance) checks, and the tutu is treated as a normal wondrous item.

If a living humanoid wears the Hypoxian Tutu, it is treated as a cursed item. The Hypoxian Tutu gains the item's benefits normally for 2d6 hours and 1d20 rounds, but cannot remove the Tutu. At the end of this time, she begins to suffocate. Mortal students at the Hanging Academy sometimes use these dark dance outfits to begin the suicide-ritual that will transform them into undead Goryohime.

Construction
Requirements Craft Wondrous Items, *bestow curse*
Cost 15,000 gp (DC 27)

IDOLS SKIRT

Aura faint transmutation **CL** 5th
Slot belt **Price** 30,000 gp (DC 29) **Weight** neg.
This cutely pink, pleated skirt barely covers a girl's panties, and always seems to show a little bit more thigh than decorum would call for. While wearing it, a girl's voice becomes so gentle and sweet and beautiful that even the vilest prince of the Black Else can't bring itself to harm her.

While wearing the Idol's Skirt, the character gains the Super Kawaii feat, even if she doesn't meet the prerequisites. While unarmored or lightly armored and wearing at least moderately revealing clothes, she may add her CHA modifier as a luck bonus to Armor Class. Her voice becomes so sweet that when making Perform (sing) checks, rather than rolling D20 she may instead roll 3D10.

Special: Only female characters can benefit from this magic item.
Construction
Requirements Craft Magic Arms and Armor, *sculpt sound*
Cost 15,000 gp (DC 27)

IMPERIAL JUNIHITOE

Aura strong abjuration **CL** 11th
Slot body **Price** 176,000 gp (DC 36) **Weight** 5 lbs
This extremely formal, long sleeved kimono is voluminous and majestically cut. The cloth is a fine green and gold, accented with silver and crimson and thread. Chrysanthemum blossom and imperial *mon* are silkscreened across the entirety of the long kimono.

The Imperial Junihitoe provides the wearer with Fire Resistance 30 and a flight speed of 40 ft (good). If a Fire effect fails to penetrate the Junihitoe's Fire Resistance, the wearer receives a +1 luck bonus on all saving throws per five points of damage the effect would of normally inflicted. This bonus lasts for one round.

Special: Only members of the Nobility and Imperial Family castes can benefit from this magic items.
Construction
Requirements Craft Wondrous Items, *overland flight, resist energy*
Cost 88,000 gp (DC 33)

JOUZU DUSTER

Aura moderate transmutation **CL** 5th
Slot armor **Price** 32,000 gp (DC 30) **Weight** 5 lbs
Old Man Jouzu creates finely tailored military great-coats from the soft and supple flesh of slaughtered cattle-girls, but only those who specifically will their hides to the leatherworks.

Jouzu Dusters are **+1 Buff Coats.** While wearing the Jouzu Duster, all the wearer's movement modes are increased by +10 ft. If the wearer has the Anthro subtype this speed increases is +15 ft instead; if the wearer is specifically a cattle-like Anthro, this speed increase becomes +20 ft instead.
Construction
Requirements Craft Magic Arms and Armor, *haste*
Cost 16,000 gp (DC 27)

JOUZU GREAT LEATHERS

Aura strong enchantment **CL** 12th
Slot armor **Price** 35,000 gp (DC 28) **Weight** 15 lbs
Master leatherworker Isau Jouzu tans and stitches one of a kind, truly spectacular leather armor from the willingly donated flesh of slaughtered cattle-girls. His great leathers are custom-fitted, one of a kind creation. Old Jouzu refuses to ever sully his leather with metal clasps and zippers; ties and netsuke-carved wooden clasps hold these suits together. Under no circumstance will Jouzu ever create a suit of studded leather.

Jouzu Great Leathers are a set of **+3 Benevolent, Bolstering Leather Armor** by default.
Special: When worn by a creature of the Anthro subtype, the armor is treated as being +4 enchantment. If the Anthro is specifically cattle-like, the enchantment is +5 instead!
Construction
Requirements Craft Magic Arms and Armor, *aid, heroism*
Cost 17,500 gp (DC 30)

JUROGUMOS GARTERS

Aura faint transmutation **CL** 5th
Slot belt and feet **Price** 20,000 gp (DC 28) **Weight** negligible
These black Chinese silk garters are knitted in intricate web patterns, and suspend a very tight set of fine mesh stockings. They make any woman who wears them into the most glamorous whore imaginable.

While wearing Jurogumo's Garters, the character gains a Climb speed equal to her base land speed.

Construction
Requirements Craft Wondrous Items, *spider climb*
Cost 10,000 gp (DC 26)

LITTLE MONSTERS UNIFORM

Aura strong conjuration **CL** 9th
Slot armor **Price** 16,700 gp (DC 28) **Weight** 1 lb
A heavily enchanted version of the official school uniform of the Monster's Juku is highly sought after by every monstrous student who can beg, borrow or pull one off the still twitching corpse of a less cautious former owner. The slate grey uniform has a high mandarin collar and the school's bloody heart and inverted cross crest.

The Little Monster's Uniform is a **+2 hostelling school uniform.** Unlike ordinary hostelling armors, it may affect any form of familiar, bonded companion or animal companion, regardless of type (reflecting the greater diversity of options available to Black Tokyo PCs). The Little Monster's uniform allows the wearer to use *Summon Swarm* once per day; however if he or she activates this power while their bonded animal is held within the armor, the hostelling effect immediately ends.

Construction
Requirements Craft Magic Arms and Armor, *secret chest, summon swarm*
Cost 8,350 gp (DC 25)

LOLICON BEACH SWIMSUIT

Aura moderate transmutation **CL** 9th
Slot body **Price** 32,000 gp (DC 30) **Weight** negligible
This tight fitting striped green and white one piece includes a frilled apron with a push-up shelf designed to make the smallest, least mature breasts look more appealing.

While wearing this swimsuit, the character benefits from the threefold aspect spell, save that she may only shift into the *maiden* and *mother* aspects. Additionally, while at Lolicon Beach, in the Kagoshima Prefecture of Black Japan, the character gains the amphibious special quality.

Special: Only female characters can benefit from this magic item.
Construction
Requirements Craft Wondrous Items, *threefold aspect*
Cost 17,000 gp (DC 28)

LOLITA DRESS OF THE HEART

Aura moderate necromancy **CL** 7th
Slot armor **Price** 86,000 gp (DC 33) **Weight** 2 lbs
This saccharine sweet white lace dress is a mountain of ruffles and finely stitched satin. It is childlike and innocent, but theatrically so.

The Lolita Dress of the Heart is **+2 School Uniform** which also acts as a *Headband of Eagle's Splendor +4,* increasing the wearer's CHA score by 4 points when worn. In addition to making the wearer's heart more lovely, it makes her heart stronger, and while wearing the Lolita Dress of the Heart, the wearer becomes immune to death effects and energy drain.

Special: Only female characters can benefit from this magic item.
Construction
Requirements Craft Magic Arms and Armor, *death ward, eagle's splendor*
Cost 43,000 gp (DC 31)

MAIDENS BLUSH

Aura faint enchantment **CL** 3rd
Slot armor **Price** 4,350 gp (DC 23) **Weight** 2 lbs
This modest school uniform includes a blue blazer, dark navy skirt and matching shoes. The undershirt and stockings are a rich rose color. Somehow, despite the uniform's conservative cut, the skirt rides up, the blouse untucks, and the buttons slip open revealing a lot…a whole lot.

The Maiden's Blush is a **+1 school uniform.** While wearing the Maiden's Blush, the character gains access to the Panchira! trait; if she already possesses this trait, the associated Save DC is increased by +2.

At any time while wearing the Maiden's Blush, the character may dismiss it as an immediate action. Doing so undons the armor, and it appears neatly folded at the character's feet or the nearest convenient spot. Doing so leaves the wearer nude or nearly so, and provides her with a +1d6 luck bonus on all saving throws for one round. She is allowed a new saving throw against any harmful enchantment or transmutation effect currently afflicting her, receiving this bonus on the check. If this extra saving throw succeeds, the harmful effect ends. (Undonning the Maiden's Blush also undons any accessories attached to it, such as an Armlet.)

Special: Only females in the Young Adult age category or younger, or whom have any trait or feat with Loli in the name, can benefit from this magic armor.
Construction
Requirements Craft Magic Arms and Armor, *gallant inspiration*
Cost 2,175 gp (DC 20)

MASOCHISTIC SWIMSUIT

Aura moderate necromancy **CL** 5th
Slot body **Price** 30,000 gp (DC 30) **Weight** neg.
This navy one piece swimsuit resembles the standard athletic wear for schoolgirl's throughout Black Japan. The only difference: crusts of pinkish brown dried blood staining the white mesh inner lining.

When worn by a female in the Young Adult age category or younger, the Masochistic Swimsuit works to keep its wearer alive while simultaneously increasing her suffering. The Masochistic Swimsuit's wearer suffers a -2 penalty on FORT Saves, but the duration of harmful effects requiring a FORT Save are halved. In addition, on any round where the wearer suffers at least 5 HP worth of damage, there is a 25% chance that on Initiative count zero, the wearer recovers 1d6 HP.

Special: Only Young Adult or younger females can benefit form this magic item.
Construction
Requirements Craft Magic Arms and Armor, *bestow curse, cure moderate wounds*
Cost 15,000 gp (DC 27)

MEDIO, AD-TYPE

Aura faint abjuration **CL** 3rd
Slot armor **Price** 16,950 gp (DC 28) **Weight** 2 lbs
Futurists and technophiles with POETICA maids prefer to dress their pretty, biomechanical servants in an *AD-Type Medio.* This maid's uniform is a pristine white, accented with ash-grey trim at the bodice, cuffs and the trailing edge of the short skirt. A single thread's width of bright orange fiber runs through each piece of grey trim. The medio is cut in a daring fashion that reveals a lot of bio-plastic skin.

The AD-Type Medio is a **+1 school uniform.** The AD-Type Medio is enchanted never to show dirt, grime, or wear and to repair minor rips and tears in seconds. While wearing the AD-Type Medio, the character gains a +2 competence bonus on Craft (any tech-related) and Computer Use checks, as well as Profession (domestic) checks.

Special: If worn by a POETICA, Light Cyborg or Erobot, or other creature with the cyborg, android or robot subtype, the AD-Type Medio is considered a ***+1 school uniform of electricity*** resistance, and provides a +4 competence bonus on the above skills instead.

Construction
Requirements Craft Magic Arms and Armor, *hacker spark, prestidigitation, resist energy*
Cost 8,475 gp (DC 25)

MEDIO, EXCELLENT SERVANTS

Aura faint conjuration **CL** 3rd
Slot armor **Price** 11,600 gp (DC 26) **Weight** 2 lbs
Any master with the money to purchase a proper servant (say, from Dame Emmanuel's *Academy of Domestic Service*) will invariably clothe their servant in occult finery. Many enchanters produce Excellent Servant's Medios to order. These uniforms take the form of a crisp, starched black and white *medio* that reveals much of a female maid's charms, or a well tailored black butler's uniform for male maids. The uniform quickly changes to accommodate wearers of either gender and virtually any size or anatomical quirks.

The Excellent Servant's Medio is a **+2 school uniform.** It is enchanted to never show dirt, grime or wear, and to repair minor rips and tears in seconds. The Excellent Servant's Uniform provides the wearer with a +2 luck

bonus on Perception and Bluff checks (but only where their employer or master is concerned), and a +6 competence bonus on Profession (domestic) checks.

Construction
Requirements Craft Magic Arms and Armor, *prestidigitation, unseen servant*
Cost 5,800 gp (DC 24)

MEDIO, PINK ROSE

Aura faint enchantment **CL** 1st
Slot armor **Price** 2,550 gp (DC 21)
Weight 2 lbs

This maid's outfit is more cosplay than professional, but with its sugary pink hue and peaches and cream accents, it's certainly adorable. This colorful maid's uniform is an moderately enchanted version of the costumes worn by the delightful waitresses at Tokyo's *Sweet Rose Maid Café.*

The Pink Rose Medio is a **+1 school uniform.** While wearing the Pink Rose Medio, the character gains a +2 competence bonus on non-sexually oriented Diplomacy checks, as well as Spellcraft and Use Magic Device checks. The Pink Rose Medio also allows the wearer to easily produce the legendary sweets the café is known for, providing a +3 competence bonus on Profession (baker or chef) checks made to produce desserts.

Construction
Requirements Craft Magic Arms and Armor, creator must have 5 ranks in Spellcraft
Cost 1,275 gp (DC 18)

MEDIO, PISSING

Aura faint transmutation **CL** 3rd
Slot armor **Price** 23,750 gp (DC 29) **Weight** 2 lbs

This fancy, traditional black maid's outfit has bright golden lace and trim rather than the expected crisp white. A small golden cap completes the outfit, along with cute golden stockings. No panties are usually worn with the Pissing Medio, making the short skirt a bit dicey.

The Pissing Medio is a **+1 school uniform of acid resistance.** While wearing the Pissing Medio, the character is treated as possessing the *Wards of Filth* feat; if she already possesses this feat, she gains additional daily uses equal to ¼ her ranks in Profession (domestic).

Construction
Requirements Craft Magic Arms and Armor, *bowels to bowels*
Cost 11,875 gp (DC 26)

MEMPO, BOARS

Aura faint transmutation **CL** 5th
Slot eyes **Price** 18,000 gp (DC 28) **Weight** ½ lb
This black, wooden face mask is carved to resemble a boar's tusked maw. Hooked tusks curve both upwards and downwards around the wearer's own lips.

While wearing this mempo, the character gains a bite attack, as appropriate for a creature of their size, as a primary natural attack.

Requirements Craft Wondrous Item, *beast shape I*
Cost 9,000 gp (DC 25)

Mempo, Centipede's
Aura faint transmutation **CL** 5th
Slot eyes **Price** 18,000 gp (DC 28) **Weight** ½ lb
This dark green wooden face mask is so heavily lacquered it seems almost black when the light hits it the right way. It's leering visage resembles the clacking, dripping mandibles of a centipede.

While wearing this mempo, the character gains a +2 bonus on saving throws against poison and mind-affecting abilities.

Construction
Requirements Craft Wondrous Items, *vermin shape I*
Cost 9,000 gp (DC 25)

MEMPO, GAKIS

Aura faint transmutation **CL** 5th
Slot eyes **Price** 18,000 gp (DC 28) **Weight** ½ lb
This face mask is made of rotted, fungus infested black wood from an abandoned home. It is carved in the likeness of the lower jaw of a skull, with the teeth and maxillae painted an eerie bone white against the blackness.

While wearing this mempo, receives Negative Energy resistance 2, and channels an additional die of negative energy when channeling negative energy.

Construction
Requirements Craft Wondrous Items, *undead anatomy I*
Cost 9,000 gp (DC 25)

MEMPO, WOLFS

Aura faint transmutation **CL** 5th
Slot eyes **Price** 18,000 gp (DC 28) **Weight** ½ lb
This red, wooden face mask is carved to resemble the snarling snout of a hunting wolf.

While wearing this mempo, the character gains *lowlight vision* and the *scent* special quality.

Construction
Requirements Craft Wondrous Item, *beast shape I*
Cost 9,000 gp (DC 25)

MILKY BIKINI TOP

Aura faint transmutation **CL** 3rd
Slot none **Price** 12,000 gp (DC 26) **Weight** negligible
This full-cut bikini top has the iconic black and white splotch pattern of a milk cow. Such bikinis are often commonly worn by the lead farmhands at the Ukemochi Ranch.

While wearing the Milky Bikini Top, a character gains the *Busty Extreme* talent even if she does not meet the prerequisites, gaining a special +2 natural armor bonus to AC and the ability to wield spells with the *Busty* descriptor. The Milky Bikini top provides the wearer with a +4 bonus to her CMD when resisting a trip or bull rush attempt while standing on the ground, as if she possessed the Stability racial trait. She receives a +4 competence bonus on Handle Animal checks and Heal checks made to assist either mundane cattle or bovine Anthros or other cow-like creatures.

Special: Only female characters can benefit from this magic item.
Construction
Requirements Craft Wondrous Items, *milky strong*
Cost 6,000 gp (DC 24)

MORI GIRL DRESS

Aura moderate transmutation **CL** 9th
Slot none **Price** 36,500 gp (DC 30) **Weight** 1 lb
This simple and pale pink, rough cotton dress is matched with a short denim jacket, also in warm tones. The light, soft and protective natural fabrics make the mori girl dress popular with Druids, Summoners, Oracles and Witches with a deeper than usual connection to the natural world (or city girls who want such a connection).

While wearing the Mori Girl Dress, a character receives a +4 enhancement bonus to her existing natural armor bonus (+0 for ordinary humans). The wearer receives an insight bonus on Survival checks and Diplomacy checks against creatures with the Earth subtype equal to her total natural armor bonus (from any source) while wearing the dress. The character gains the ability to speak Terran while wearing the Mori Girl Dress.

Special: Only female characters can benefit from this magic item.

Construction

Requirements Craft Magic Arms and Armor, *barkskin*

Cost 18,250 gp (DC 28)

MOTO HELM

Aura faint transmutation **CL** 3rd

Slot head **Price** 3,200 gp (DC 22) **Weight** 4 lbs

This heavy-duty motorcycle helmet is made from high impact, cherry red plastic, with an adjustable visor. A gleaming silver logo-plate that that reads "AIC" in a futuristic font sits directly above the visor.

While wearing the Moto Helm, the character receives a +5 competence bonus on Drive checks made to pilot motorcycles and similar high-tech or futuristic vehicles, as well as a +1 competence bonus on REF Saves made while piloting any motorcycle or similar vehicle.

Construction

Requirements Craft Magic Arms and Armor, *cat's grace*

Cost 1,600 gp (DC 18)

NAMAHAGE'S RAGGED FURS

Aura strong abjuration **CL** 7th

Slot armor **Price** 26,350 gp (DC 29) **Weight** 25 lbs

The Japanese *namahage* is a kind of benevolent oni, who beats and terrifies disobedient children into obeying their parents and the laws, very similar to the European myth of Kramus. The Namahage's Ragged Furs are just what their name implies- poorly tanned, tangled furs and hides from an assortment of beasts, crudely stitched into a poncho-like armor.

Namahage's Ragged Furs are **+3 champion hide armor.**

If the wearer is also wearing the **Oni's Noh Mask,** the two magic items synergize to unlock new powers. The wielder's attacks, including melee, ranged and natural attacks, all gain the Axiomatic property, and the wielder receives a +2 enhancement bonus to STR, as if by the spell *bull's strength.*

Construction

Requirements Craft Magic Arms and Armor, *order's wrath*, *protection from evil,* creator must be lawful

Cost 13,175 gp (DC 27)

NECKTIE, CAPACITATING

Aura moderate evocation **CL** 9th

Slot neck **Price** 3,600 gp (DC 22) **Weight** negligible

Most school uniforms in Japan include a neck tie or neckerchief, which are often brightly colorful and sometimes intricately decorated. A Capacitating Necktie is a modern, rather masculine silvery-blue dress tie. A gold, wired tie clip worn with the necktie contains three tiny blue LED lights that flare and flash with occasional power surges.

The Capacitating Necktie functions as an *arcane capacitor* that adds 3 points to the wearer's pool of spell points. This pool of spell points refreshes each dawn.

Special: Only characters with Modern Spellcaster levels can benefit from this necktie.

Construction

Requirements Craft Wondrous Items, *arcane capacitor,* creator must have Modern Spellcaster levels

Cost 1,800 gp (DC 20)

NECKTIE, EDUCATIONAL

Aura faint enchantment **CL** 5th

Slot neck **Price** 850 gp (DC 17) **Weight** negligible

Most school uniforms in Japan include a neck tie or neckerchief, which are often brightly colorful and sometimes intricately decorated.

There are a seemingly endlessly variety of Educational Ties, the colors and patterns of which represent the skill enhanced by a particular tie: a purple and grey tie with a silkscreened electronics diagram for Craft (electronics), a Ferrari red tie with a tire tread pattern for Drive, a soft, water-color like pattern for Craft (visual arts), and so forth.

Each Educational Tie provides Skill Focus in a single skill, chosen by the crafter.

Special If the Educational Tie is worn with any *school uniform*, the tie gains an additional effect: if within 30 ft of any allied character who has Skill Focus in the same skill provided by the Educational Tie, the wearer gains an additional +5 competence bonus on checks with that skill.

Construction

Requirements Craft Wondrous Items, *borrow skill,* creator must have 5+ ranks in the chosen skill

Cost 425 gp (DC 15)

NECKTIE, GORYOHIMES

Aura faint transmutation **CL** 5th
Slot neck **Price** 9,000 gp (DC 25) **Weight** negligible
Most school uniforms in Japan include a neck tie or neckerchief, which are often brightly colorful and sometimes intricately decorated. This wide, heavy neckerchief is bruise purple fabric accented with eye-catching diagonals of blood red. These ties are especially popular among the still-mortal first and second year students of the Hanging Academy.

While wearing the Goryohime's Necktie, the character gains the No Breath racial trait, but suffers a -2 penalty on saving throws against *negative energy* and *death* effects.

Construction
Requirements Craft Wondrous Items, *undead anatomy I*
Cost 4,500 gp (DC 23)

NECKTIE, SHONEN

Aura faint CL 1st
Slot neck **Price** 500 gp (DC 15) **Weight** negligible
Most school uniforms in Japan include a neck tie or neckerchief, which are often brightly colorful and sometimes intricately decorated. The Shonen Necktie is an off the rack, slim black school tie, seemingly identical to all the millions of similar ties found in every classroom throughout Japan.

The Shonen Necktie provides a +1 competence bonus on the following manly skills: Drive, Knowledge (local), Survival and sexually oriented Bluff and Diplomacy checks made against female characters.

Special: Only heterosexual or bi-sexual male characters may benefit from this magic item.

Construction
Requirements Craft Wondrous Items, *guidance*
Cost 250 gp (DC 13)

NEW NINJAS HOODIE (DARK)

Aura strong illusion **CL** 10th
Slot body and head **Price** 80,000 gp (DC 33) **Weight** negligible
While there are plenty factions in modern-day Black Japan that still employ the ancestral talents of ninja, few modern ninja dress in the stereotypical black hood and gi made popular by bad kung fu movies. Most modern ninja prefer the anonymity of a hoodie- nonmagical if they can't afford this item, but imminently practical none the less.

The New Ninja's (Dark) Hoodie is a zippered synthetic hoodie with a high collar and very modern look in cold shades of black, grey or navy. There is a thin metal plate, bearing the sigil of the new ninja clan that commissioned the hoodie, worn on the forehead when the hood is pulled up.

The New Ninja (Dark) Hoodie provides the wearer with 20% concealment, which increases to 50% concealment in areas of dim lighting within urban areas. While wearing the New Ninja Hoodie, the wearer can become *invisible* for up to 30 rounds per day. In an urban area, this effect is treated as *greater invisibility* instead, and may be activated as a swift action. These rounds not be consecutive, but must be taken in one round increments.

Construction
Requirements Craft Wondrous Items, *blur, greater invisibility*
Cost 40,000 gp (DC 31)

NEW NINJA HOODIE (LIGHT)

Aura strong evocation **CL** 10th
Slot body and head **Price** 66,000 gp (DC 32) **Weight** negligible
The New Ninja's (Light) Hoodie is a zippered synthetic hoodie with a high collar and very modern look in fiery and eye-catching shades of red, orange, brown or gold. There is a thin metal plate, bearing the sigil of the new ninja clan that commissioned the hoodie, worn on the forehead when the hood is pulled up.

While wearing the New Ninja's (Light) Hoodie, the wearer is imbued with a fiery spirit. He gains Fire Resistance 10, and successful melee attacks inflict an additional +1d6 points of Fire damage. The wearer can act as *Hasted* for up to 10 rounds per day. These rounds need not be consecutive, but must be taken in one round increments.

Construction
Requirements Craft Wondrous Items, *fireball, haste, resist energy*
Cost 33,000 gp (DC 30)

NYAN NYAN TOP

Aura strong enchantment **CL** 10th
Slot armor **Price** 13,000 gp (DC 27) **Weight** negligible
Fashion Club Nekomini produces these cute tops and distributes them both in the club and through exclusive Tokyo lingerie shops. The Nyan Nyan Top is a spandex bikini top with a cat-head shape cut out as a cleavage hole. A little bit of lace and stitching gives the kitty cut-out its whiskers. The Nyan Nyan Top comes in a wide variety of colors- black, white and sea blue are especially popular.

The Nyan Nyan Top is a set of **+1 battle lingerie** by default.

- If worn by a Nekomusume or other feline character, it gains the **Rallying** magical weapon property, save that it can only rally Nekomusume or otherwise feline allies.
- If wielded by a character with the *Busty Extreme trait*, it acts as gains the **Bolstering** magical armor property, save that it can only bolster Nekomusume or otherwise feline allies.
- If the wielder meets *both* requirements, this weapon acts as a +**3 rallying, bolstering battle lingerie** instead. Like above, it can only rally or bolster Nekomusume or other feline allies.

Construction
Requirements Craft Magic Arms and Armor, *heroism, remove fear*
Cost 6,500gp (DC 24)

OFFICERS GREAT COAT

Aura strong divination **CL** 11th
Slot armor **Price** 140,000 gp (DC 35) **Weight** 5 lbs
This dark grayish black officer's trenchcoat dates back to the Japanese Imperial Navy of WWII. Its right breast is decorated with campaign ribbons and Imperial Naval medals for valor and good conduct.

The Officer's Great Coat is a **+2 Buff Coat.** While wearing the Officer's Great Coat, the character receives a +5 enchantment bonus on Drive (watercraft) checks and Knowledge (tactics) checks and gains the Surface Vehicle Operation feat. Any vessel under the direct command of the character gains a deflection bonus to Armor Class equal to the wearer's INT modifier.

Construction
Requirements Craft Magic Arms and Armor, *legend lore*
Cost 70,000 gp (DC 33)

ONEE-CHANS STOCKINGS

Aura faint enchantment **CL** 5th
Slot belt and feet **Price** 4,750 gp (DC 23) **Weight** 1-2 lbs
Onee-Chan (big sister) is always a tough, confident woman who protects younger girls. These combat armored leggings are perfect for such an older, more confident female adventurer.

Onee-Chan's Stockings are **+1 bolstering armored leggings.** If they are worn with any enchanted school uniform, they add the enchanted school uniform's enhancement bonus to AC to the benefit provided to an ally via the bolstering property.

Special: Only female characters in the Adult age category or older, who do not have any trait or feat with Loli in the name can benefit from this magic armor.
Construction
Requirements Craft Magic Arms and Armor, *heroism*
Cost 2,375 gp (DC 21)

OTOMES SLIP

Aura moderate abjuration **CL** 5th
Slot body **Price** 50,000 gp (DC 31) **Weight** 1 lb
The Otome's Slip is a loose and comfortable house kimono, enchanted to protect young women from supernatural predators. When worn by any female who is either in the Young Adult age category or still sexually inexperienced, the Slip provides a constant, comforting protection against the attentions of demonic predators.

If worn by a young, virginal girl, the Slip radiates a subtle protective aura. Non-good Outsiders cannot approach closer than 10 ft to the girl while she sleeps or if she is unconscious. All attacks, both mundane and supernatural, stop just before they would touch the girl's skin. While the girl is awake, she receives a +2 bonus on all saving throws made against the spell-like and supernatural abilities of non-good Outsiders.

If a non-good Outsider ever touches or wears the Slip, that creature suffers a negative level. The negative level remains as long as the Slip is in hand or worn, and disappears when the slip is no longer being touched. This negative level never results in actual level loss, but cannot be overcome in any way (such as by *restoration* spells) while the Slip is touched.

Construction
Requirements Craft Magic Arms and Armor, *consecrate, magic circle against evil*
Cost 25,000 gp (DC 29)

OVER THRUST UNIFORM

Aura overwhelming conjuration **CL** 15th
Slot armor **Price** 258,000 gp (DC 37) **Weight** 2 lbs
Normally, this sexy black and red school girl's uniform is cloth. Not much cloth, but cloth, a fetish-whore version of the typical school uniform that exposes the belly, with a bright red and gold neckerchief that hangs just above the wearer's almost-revealed nipples.

The Over Thrust Uniform is a **+3 school uniform of determination.**

Upon the wearer's command, the Over Thrust Uniform can transform into a set of **+3 Grade II Powered Armor of determination**, with a flight speed of 500 ft (good). Even

in its powered armor state, the Over Thrust Uniform is fetishistic and overtly sexual, basically an armored rubber sleeve that reveals the wear's midriff and the topmost curls of their pubic thatch, a pair of armored thigh highs and helmet. The Over Thrust Uniform has the *near nudity* armor property despite its full life support capabilities. While the Over Thrust Uniform in powered armor form, the wearer is treated as if she possessed the Super Kawaii feat as a bonus feat.

The Over Thrust Uniform can remain in its powered armor form for up to 33 minutes per day, which need not be consecutive, but must be taken in one minute increments. The wearer is always considered proficient with the Over Thrust Uniform in its powered armor form.

Similar Items
The *Orbital Thrust Uniform* is white and blue cloth in its default form, with a slightly more modest cut, and when it assumes powered armor form, the Orbital Thrust Uniform becomes gleaming, silver-white armor with enlarged thrusters on the spinal armor, massive shoulder pads like the prow of an aircraft. In its powered armor form, the armor is adorned with JAXA (*Japanese Aerospace Exploration Agency*) logos.

Construction
Requirements Craft Magic Arms and Armor, *breath of life, call powered armor (greater), military flight*
Cost 129,000 gp (DC 35)

OYARI ACADEMY BLOUSE

Aura faint enchantment **CL** 2nd
Slot body **Price** 2,500 gp (DC 21) **Weight** negligible
Oyari Roman personally presents these impeccably starched, bone white blouses to especially promising young musicians at his occult Academy, often at year end graduation ceremonies. This blouse has gathered lace ruffles at each shoulder, and cufflinks resembling musical notes.

The Oyari Academy Blouse provides a +5 competence bonus on one musical Perform check of the creator's choice. The wearer must have at least 1 rank in the associated Perform skill to gain any benefit from this magical item.

Construction
Requirements Craft Magic Arms and Armor, creator must have the *bardic performance* class feature
Cost 1,250 gp (DC 19)

OYARI ACADEMY UNIFORM

Aura moderate illusion **CL** 7th
Slot armor **Price** 51,000 gp (DC 31) **Weight** 2 lbs
This enchanted version of the white and brown Oyari Musical Academy uniform is distinguished by its fine cut and more ornate then usual flourishes. The uniform will switch between male and female versions of the uniform within seconds of being donned by a new wearer. Teachers at the academy often accessorize the uniform with a crimson or burgundy cravat or tie; very few students are allowed to wear this fine uniform.

The Oyari Academy Uniform is a **+2 harmonizing school uniform.** The wearer receives a +4 morale bonus on saving throws against spells and effects with either the Good or Evil descriptors. The wielder also gains a +1 dodge bonus to AC when attacked by weapons with any alignment based descriptor other than Greyflame.

Special: If worn by a character with at least one neutral component to their alignment, the Oyari Academy Uniform inflicts one negative level, which never results in actual level loss, but cannot be removed until the Uniform is discarded.

Construction

Requirements Craft Magic Arms and Armor, *calm emotions,* creator must be any neutral alignment and have the bardic performance class feature

Cost 25,500 gp (DC 29)

PANTIES, 105TH JOINT OPERATIONS GROUP

Aura faint enchantment **CL** 1st

Slot belt **Price** 550 gp (DC 15) **Weight** negligible

Since pants are an optional part of the Assault Witch squadron's duty uniform, the JSDF has mandated an official pair of panties for its female fliers. These naturally full grey cotton panties have the unit's angel feather and missile logo on the right buttock.

While wearing the 105th JOG Panties, the character the *Panchira* trait. If she already possesses this feat, she gains a +1 luck bonus on REF Saves while flying.

Construction

Requirements Craft Wondrous Items, creator must possess the *Panchira* trait

Cost 225 gp (DC 13)

PANTIES, ADVENTUROUS

Aura faint divination **CL** 2nd

Slot belt **Price** 500 gp (DC 15) **Weight** negligible

This skimpy thong comes in camouflage in a variety of environmental patterns, from dark green forest pattern camo to grey and white arctic camo.

The Adventurous Panties provide the wearer with a +2 luck bonus on Acrobatics, Climb and Survival checks in the specific environment represented by the camo pattern, such as forest, desert, mountains, ect.

Construction

Requirements Craft Wondrous Items, *know direction*

Cost 250 gp (DC 13)

PANTIES, AVIONIC

Aura strong transmutation **CL** 9th

Slot belt **Price** 40,000 gp (DC 31) **Weight** negligible

These comfy bikini bottoms are emblazoned with alternating sky blue and white horizontal stripes.

When worn by a wearer with a natural flight speed, the Avionic Panties increase the wearer's Fly speed by +30 ft.

Construction

Requirements Craft Wondrous Items, *military flight*

Cost 20,000 gp (DC 28)

PANTIES, BEAUTIFULLY FOULED

Aura transmutation **CL** 3rd

Slot belt **Price** 2,200 gp (DC 21) **Weight** negligible

These full, lace-lined ivory panties are suitable for a princess, but whatever princess wore them last obviously enjoyed wetting them. The gusset of these expensive panties are stained with dark amber urine and fecal stains that never seem to vanish.

While wearing the Beautifully Fouled Panties, a character with the *Wards of Filth* feat may gains three additional daily uses of the feat or other feats that use *Wards of Filth* as a prerequisite. A character without this feat gains a single daily use of *Wards of Filth*.

Construction

Requirements Craft Wondrous Items, creator must have the Wards of Filth feat

Cost 1,100 gp (DC 19)

PANTIES, CHRYSANTHEMUM SEVEN OFFICIAL

Aura moderate abjuration **CL** 7th

Slot belt **Price** 56,000 gp (DC 32) **Weight** neg.

These olive drab vinyl panties are the official wardrobe of Chrysanthemum Seven's female operatives, though more than a few forego this particular piece of kit. Tight fitting and with an irritating propensity to ride up, these greenish rubber panties with the golden blossom unit logo can keep a woman alive in the face of rapacious supernatural evil.

While wearing the C7 Official Panties, a woman becomes immune to the effects of the Black Fatherhood feat and other feats with it as a prerequisite. In addition, she receives a +2 bonus on saving throws against spells and effects with the *skatto* descriptor. However, if she is a spellcaster, she casts *skatto* spells at -1 caster level herself.

Special: Only females can benefit from this magic item.

Construction

Requirements Craft Magic Arms and Armor, *death ward*

Cost 28,000 gp (DC 29)

PANTIES, DELICIOUS

Aura faint divination **CL** 1st

Slot belt **Price** 800 gp (DC 17) **Weight** negligible

These comfortable boy-shorts come in a variety of bright, warm colors with various fruit motifs printed on the butt, and are ideal for dancing crazily in.

Delicious Panties provide the wearer with a +2 luck bonus on Perform (dance) and one other Perform check of the crafter's choice.

Construction

Requirements Craft Wondrous Items, *play instrument*

Cost 400 gp (DC 14)

PANTIES, DYING GIRL

Aura moderate transmutation **CL** 5th

Slot belt **Price** 18,500 gp (DC 28) **Weight** negligible

These bruise-purple silken panties have a little grey skull decoration on the gusset, and the English motto "Die a little death with me" printed repeated along the waistband. Goryohime often hand stitch these panties as a gift for young girls who have experienced the noose dream- giving them a chance to experience existence as a Goryohime undead temporarily before committing to the noose forever.

Upon command or at need, up to three times per day, the wearer may call upon the panty's magic to be transformed via *undead anatomy I.* While in this form, she becomes immune to suffocation, death effects and the sickened and nauseated conditions and gains lowlight vision. This form may be maintained for up to three minutes per activation. The Dying Girl Panties will always transform the wearer if daily uses remain when she is targeted by a death effect or begins to suffocate.

Special: Only female characters can benefit from this magic item.

Construction

Requirements Craft Wondrous Items, *undead anatomy I*, creator must be a Goryohime

Cost 9,250 gp (DC 25)

PANTIES, EVERYSUMMER

Aura faint divination **CL** 1st

Slot belt **Price** 1,200 gp (DC 18) **Weight** negligible

The world-famous Everysummer Idol group, headquartered in Akihabara, is known for its spectacular stage shows and attention to even the smallest details of their cute idol's costumes, down to the panties the singers are wearing. Everysummer Panties are a dove-grey cotton with a rainbow check pattern on the waist.

While wearing Everysummer Panties, the character gains a cumulative +1 luck bonus on all Perform checks per ally who is also wearing Everysummer Panties within 30 ft (to a maximum +5 luck bonus).

Construction

Requirements Craft Wondrous Items, *borrow skill*

Cost 600 gp (DC 16)

PANTIES, EXORCISTS

Aura faint conjuration **CL** 3rd

Slot belt **Price** 1,200 gp (DC 18) **Weight** negligible

These heavy and modest black and grey panties have a blood red crucifix insignia on the gusset.

While wearing Exorcist's Panties, the wearer can act as if any weapon she is wielding, including her unarmed strikes, possessed the **Undead Bane** property for up to six rounds per day. These rounds need not be consecutive, but must be taken in one round increments. Activating or deactivating this ability is a swift action.

Similar Items
A variety of similar panties, designed to allow the easy hunting of particular creatures, exist. For example, the *Snakecharmer Panties* are a set of skimpy golden bikini bottoms with a scale pattern that offer the Dragon Bane property. *Lovingcraft Panties* are black and green silk panties with a staring eye on the gusset and provide Aberration Bane. These are only the most common variants of this item, and versions providing an offensive punch against every horror in the multiverse exist.

Construction
Requirements Craft Wondrous Items, *summon monster I*
Cost 600 gp (DC16)

PANTIES, FAVORITE

Aura faint enchantment **CL** 3rd
Slot belt **Price** 2,600 gp (DC 21) **Weight** negligible
Every girl has a favorite pair of undies, ones she feels especially comfortable and sexy in. These enchanted panties are probably that pair for many adventuring women. Favorite Panties are soft cotton briefs whose color seems to change depending on the complexion of the woman wearing them, and the ambient lighting.

While wearing Favorite Panties, the character gains a +2 luck bonus on their best saving throw, and receives a +1 enhancement bonus to their best ability score. If multiple ability scores or saving throws are equally high, the wearer chooses which score or saving throw to enhance.

Construction
Requirements Craft Wondrous Items, *aid*
Cost 1,300 gp (DC 18)

PANTIES, FLASHSTEP

Aura moderate conjuration **CL** 7th
Slot belt **Price** 9,000 gp (DC 25) **Weight** negligible
These pink and black striped panties are almost always worn with a school uniform- when their magic is expended, they flash brightly and their colors invert, becoming blue and white stripes for a day or so.

When worn with any school uniform, Flashstep Panties allow the wearer to use *dimension door* once per day. Unlike normal uses of dimension door, the wearer can take actions normally after arriving at her destination. When she calls upon this power, her uniform's skirt always flips up, revealing the panties and the light burst that heralds the activation of their magic.

Construction
Requirements Craft Magic Arms and Armor, *dimension door*
Cost 4,500 gp (DC 23)

PANTIES, FREE NEKOS

Aura faint enchantment **CL** 2nd
Slot belt **Price** 1,000 gp (DC 17) **Weight** negligible
This comfortable tanga panties are a pale gold, and include a convenient tail-hole for easy wearing by a catgirl. Many of the newly freed Nekos who call Tama Township home wear these undies for luck and protection.

While wearing Free Neko's Panties, the character gains a +2 luck bonus to AC against attacks made by any creature with "TBMS" in its creature name, or who is directly allied with the TBMS. Additionally, the panties provide the wearer with a +1 competence bonus on Craft (mechanical) checks and Profession (service industry) checks made to earn a living.

Special: Only a Nekomusume or feline Anthro can benefit from this magic item.

Construction
Requirements Craft Magic Arms and Armor, creator must be a Nekomusume, *aid*
Cost 500 gp (DC 15)

PANTIES, GENKI

Aura faint divination **CL** 1st
Slot belt **Price** 950 gp (DC 17) **Weight** negligible
These full cotton panties are usually a soft grey, but occasionally flare into rich golden or pink hues, especially when the wearer is particularly excited.

While wearing Genki Panties, the character gains a +5 comptence bonus on Perform (sexual checks), but suffers a -2 penalty on Bluff checks. The wearer's emotions become more obvious, but feelings of joy are much stronger.

Construction
Requirements Craft Wondrous Items, *guidance*
Cost 475 gp (DC 15)

PANTIES, GEOGRAPHIC

Aura faint divination **CL** 2nd
Slot belt **Price** 950 gp (DC 17) **Weight** negligible
These naturally full cotton panties (or briefs) are brightly dyed in the color and patterning of a certain sovereign nation's flag.

While wearing Geographic Panties, the character gains the ability to speak and read the official (or most common) language of the nation the panty's patriotic color scheme represents. The wearer receives a +2 competence bonus on Knowledge (history) checks concerning the nation.

Construction
Requirements Craft Wondrous Items, *comprehend languages*
Cost 475 gp (DC 15)

PANTIES, IRON HEART

Aura faint abjuration **CL** 3rd
Slot belt **Price** 1,600 gp (DC 19) **Weight** negligible
These comfortable grey or blue boy-shorts have a large red X pattern over the gusset, with a little pink heart beside.

The wearer gains *Iron Heart* as a bonus feat while these panties are worn.

Construction
Requirements Craft Wondrous Items, creator must have the Iron Heart feat
Cost 800 gp (DC 17)

PANTIES, MEDUSA HEAD

Aura strong transmutation **CL** 12th
Slot belt **Price** 144,000 (DC 35) **Weight** negligible
These heavy weight panties are the color of fresh concrete, with a snarling woman's face, surrounded by writhing serpents on the gusset. The wearer's pubic hair elongates, becoming dark and twisting, curling wildly just outside the panty's waistband.

The Medusa Head Panties give the wearer a medusa-like gaze attack, albeit the wearer is required to show their panties to a single target as a standard action. If the target fails a DC 16 FORT Save, it becomes petrified along with all its gear.

Special: If the wearer posses the *Panchira* trait, increase the FORT Save DC by +2.
Construction
Requirements Craft Wondrous Items, *flesh to stone*
Cost 72,000 gp (DC 33)

PANTIES, MEGA-KAIJU

Aura overwhelming transmutation **CL** 21st
Slot belt **Price** 520,000 gp (DC 40) **Weight** negligible
Mega-Kaiju Panties are hot pink with a little bow on the front, right above a big, beautiful picture of *Godzilla!*

A character wearing Mega-Kaiju Panties can transform into a Colossal Kaiju once per day, per the *mighty kaiju henshin* spell. When the wearer does so, all other clothing, armor and equipment she is wearing (including any non-artifact magical items) is destroyed by the sudden growth spurt, leaving the now towering wearer fighting only in her panties.

Construction
Requirements Craft Wondrous Items, Epic Spell or ability to cast 10th level spells, *mighty kaiju henshin*
Cost 260,000 gp (DC 37)

PANTIES, RESTFUL

Aura faint necromancy **CL** 1st
Slot belt **Price** 2,000 gp (DC 20) **Weight** negligible
These loose and comfortable shorts are grey silk. While wearing Restful Panties, the character benefits from the effects of a *restful sleep* spell. If the Restful Panties are removed, or the *restful sleep* otherwise ends, it cannot be resumed for 24 hours.

Construction
Requirements Craft Wondrous Items, *restful sleep*
Cost 1,000 gp (DC 18)

PANTIES, PRETTY SOLDIERS

Aura faint transmutation **CL** 3rd
Slot belt **Price** 1,200 gp (DC 18) **Weight** negligible
The Pretty Soldier's Panties are full ivory panties with a specific weapon, such as a katana, a battle axe or assault rifle stitched in psychedelically colorful thread on the gusset. (Panties depicting a kung-fu warrior's silhouette exist to enhance unarmed attacks.)

When wielding a weapon of the appropriate type, the wearer receives a +1 enhancement bonus on attack and damage rolls, and weapons of this type are considered magic weapons for the purpose of overcoming damage reduction. This does not stack with existing enhancement bonuses provided by the weapon.
Construction
Requirements Craft Magic Arms and Armor, *magic weapon*
Cost 600 gp (DC 16)

PANTIES, PLUM BLOSSOM

Aura faint evocation **CL** 3rd
Slot belt **Price** 5,000 gp (DC 23) **Weight** negligible
These silky briefs are a dark purple and are silkscreened with the pale violet flowers of plum blossoms.

While wearing Plum Blossom Panties, damage dealing spells of the Pleasure subtype have their numerical effects maximized when cast by the character.

Similar Items
Other panties, each with a different floral theme, maximize the damage of different energy types. *Lily Blossom Panties* are a pale blue and maximize damaging Water spells, *Sunflower Seed Panties* are bright gold and maximize Fire damage, while *Hyacinth Panties* are pale pink and maximize Electricity damage. Even more variants exist, too many to ever conclusively catalogue.

Construction
Requirements Craft Wondrous Items, creator must possess the Spell Focus (evocation and Maximize Spell feats
Cost 2,500 gp (DC 21)

PETTANKO SHORTS

Aura faint transmutation **CL** 4th
Slot belt **Price** 8,500 gp (DC 25) **Weight** negligible
These tight fitting khaki shorts have an assortment of useful pockets, and accentuate the butt, because petite and lithe is damn sexy.

Pettanko Shorts provide the wearer with a +20 ft enhancement bonus to her base landspeed. If she also has the Mega-Pettanko feat, her landspeed improves by +30 ft and she adds her CHA modifier (minimum +1 modifier) as a luck bonus on REF Saves and Acrobatics checks.

Special: Only female characters with the *Small Breasts Forever* trait can benefit from this magic item.
Construction
Requirements Craft Magic Arms and Armor, *eagle's splendor, expeditious retreat*, creator must have the Mega-Pettanko feat
Cost 4.250 gp (DC 23)

POETRY RIBBONS

Aura moderate enchantment **CL** 6th
Slot armor **Price** 9,875 gp (DC 25) **Weight** negligible
Poetry Ribbons are an interwoven lattice of slender purple, magenta and gold silk ribbons, worn around the body in a pattern that can't avoid glamorous fan-service.

Poetry Ribbons are considered a set of **+2 war ribbons.** While wearing Poetry Ribbons, the character is especially articulate, and receives a +5 competence bonus on Perform (poetry) and Perform (oratory) checks performed in a traditional Japanese style.

Construction
Requirements Craft Magic Arms and Armor, *glibness*
Cost 4,938 gp (DC 23)

POLICE LADY UNIFORM

Aura moderate illusion **CL** 10th
Slot armor **Price** 24,000 gp (DC 29) **Weight** 8 lbs
This dark grey body armor is woven from enchanted Kevlar, and reinforced with glossy black armor plating protecting the breast and belly, but follows the pattern of a dancer's leotard. The Police Lady Uniform has long sleeves that end, and fits tightly to the breasts and abdomen, while leaving the legs exposed for full freedom of movement.

The Police Lady Uniform is statistically equivalent to **+2 leather armor,** and allows the wearer to use *greater invisibility*, as the spell, for up to ten rounds per day. These rounds need not be consecutive, but must be used in one round increments.

Construction
Requirements Craft Magic Arms and Armor, *greater invisibility*
Cost 12,000 gp (DC 26)

POLICE SECTION SEVEN DUTY UNIFORM

Aura moderate abjuration **CL** 9th
Slot armor **Price** 23,378 gp (DC 29) **Weight** 2 lbs
This dark blue and white uniform is virtually identical to the uniform of the Tokyo Metropolitan Police Department, with the exception of ornate silver trim on the sleeves and the instantly recognizable Police Section Seven badge worn on the breast and cap.

The Police Section Seven Duty Uniform is equivalent to **+3 cloth armor.** Once per day, the wearer can touch a wounded creature and cast a 9th level Cure Moderate Wounds (2d8+9 hp). Additionally, three times per day, the wearer can touch their badge as a standard action to *Cause Fear* as a 9th level cleric.

Construction
Requirements Craft Magic Arms and Armor, *mage armor, cause fear, cure moderate wounds*
Cost 11,689 gp (DC 26)

POLICE SECTION SEVEN MOBILITY SQUADRON VEST

Aura moderate transmutation (class I), moderate conjuration (class II), or strong transmutation (full attack)
CL 3rd (class I), 7th (class II), 13th (full action)
Slot armor **Price** 10,500 gp (DC 26) (class I) , 21,700 gp (DC 29) (class II), 70,900 gp (DC 33) (full attack)
Weight 5 lbs
Police Section Seven issues Mobility Squadron Vests to its best drivers, pilots and vehicle experts, to both symbolize their mastery of Japan's roads and to increase that mastery. All PS-7 MS Vests are sleeveless high visibility yellow vinyl vests, with a clip-in pouch for an officer's badge on the right breast. Air operations pilots have small silver wings pinned to the collar.

- A Class I or Class II Mobility Squadron vest is a set of **+2 padded armor.**

- A Class I Mobility Squadron Vest provides a +5 competence bonus on either Drive or Pilot checks.

- Class II Mobility Squadron Vests increase this bonus to +10, but only to Drive checks. Once per day, the wearer can summon a ghostly police squad car via the *ghost chassis* spell.

- Full Action Mobility Squadron Vests are **+4 padded armor,** which provide a +5 competence bonus on either Drive or Pilot checks. Once per day, the wearer can provide a vehicle they are in control of the benefit of the *mecha super assault mode* spell, even if the vehicle would not normally benefit from the spell. The vehicle's appearance changes dramatically, becoming a high-tech hovercraft bristling with missile pods and energy weapons.

Construction
Requirements Craft Magic Arms and Armor, cat's grace (class I), plus *ghost chassis* (class II), or *mecha super assault mode* (full action)
Cost 5,250 gp (DC 23) (class I) , 10,850 gp (DC 16) (class II), 35,450 gp (DC 30) (full attack)

PRIESTLY VESTMENTS

Aura moderate evocation **CL** 5th
Slot body **Price** 35,000 gp (DC 30) **Weight** 1-2 lbs
These somber, jet black robes are accented with silver cross motifs on the breasts and sleeves. An ecclesial stole (white for most of the year, purple for the Lenten season) is worn across the shoulders, and a priest's black and white collar closely binds the throat.

While wearing Priestly Vestments, a character receives a +5 enhancement bonus on Knowledge (the planes) and Knowledge (religion) checks. The wearer receives a +4 bonus on caster level checks made to penetrate the spell resistance of Outsiders with the evil subtype as well as evil Dragons.

Construction
Requirements Craft Wondrous Items, *order's wrath*
Cost 17,500 gp (DC 28)

PRINCESS HOOD, BLACK

Aura faint enchantment **CL** 3rd
Slot shoulders **Price** 12,000 gp (DC 26) **Weight** 1 lb
This black velvet cloak hangs to buttock-length and is embellished with a rich vermillion inner lining and edge. Fer-de-lis styled clasps tied with vermillion cord secure the cloak to the wearer's shoulders.

While wearing the Black Princess' Hood, the wearer may reroll a failed Intimidate, Knowledge (dungeoneering), Knowledge (tactics), or Knowledge (nobility) check or melee attack roll with any edged weapon. The wearer may reroll the check or attack roll as many times as desired, as long as daily uses of the ability remain. The wearer receives a +2d4 luck bonus on a re-rolled check.

Construction
Requirements Craft Wondrous Items, *gallant inspiration*
Cost 6,000 gp (DC 24)

Princess Hood, White

Aura faint enchantment **CL** 3rd
Slot shoulders **Price** 12,000 gp (DC 26) **Weight** 1 lb
This white silk cloak hangs to ankle-length and is embellished with a golden satin lining and edge. Silver clasps depicting royal coats of arms (father's on the right, mother's on the left) secure the cloak.

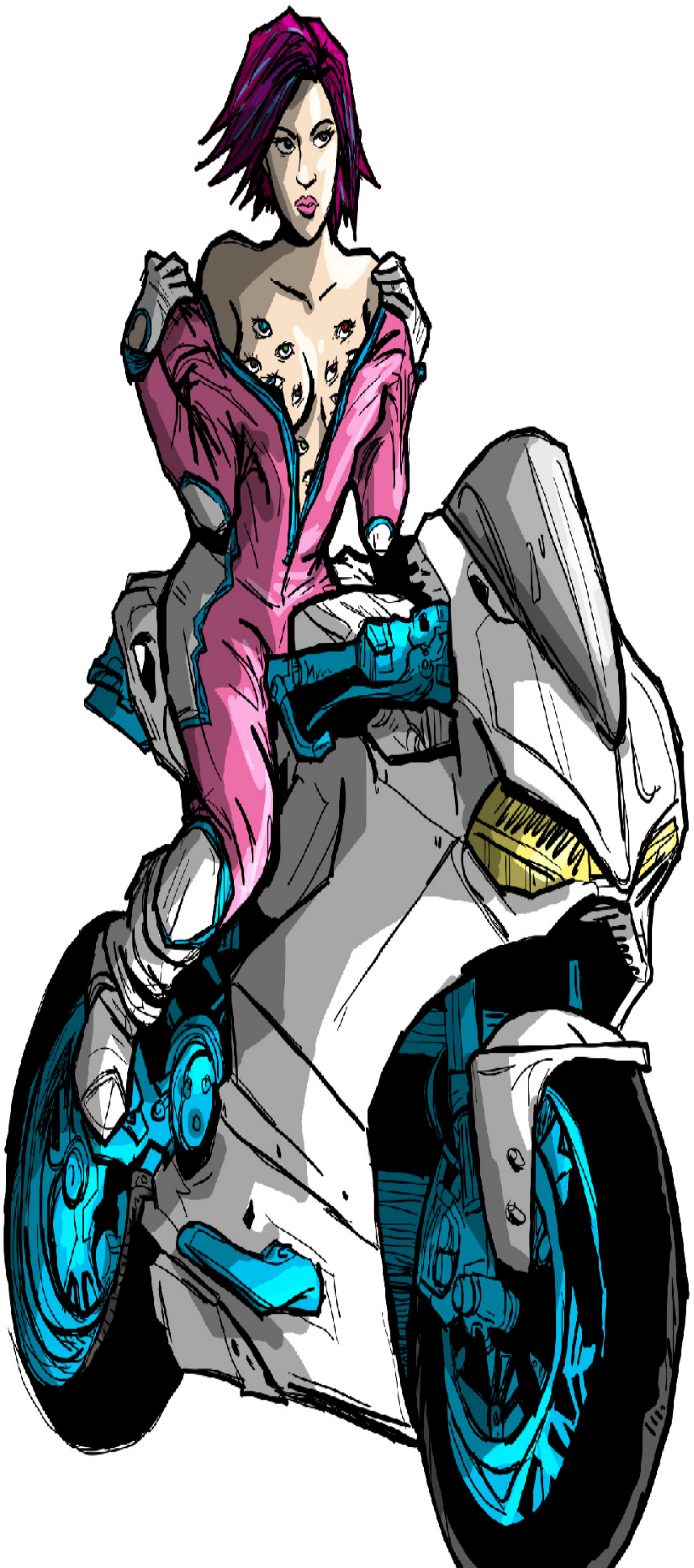
While wearing the White Princess' Hood, the wearer may reroll a failed Diplomacy, Knowledge (tactics), Knowledge (history) or Knowledge (nobility) check or a WILL Saving throw as an immediate action up to five times per day. The wearer may reroll the check as many times as desired, as long as daily uses of the ability remain. The wearer receives a +2d4 luck bonus on a re-rolled check.

Construction
Requirements Craft Wondrous Items, *gallant inspiration*
Cost 6,000 gp (DC 24)

PROFESSIONAL OUTFIT

Aura moderate transmutation **CL** 8th
Slot armor and body **Price** 16,000 gp (DC 27) **Weight** 1 lb

This finely tailored and slightly risqué black, grey and pink uniform is a hybrid of designer business suit and traditional school uniform, and is common among Black Japan's young office workers, especially those with a supernatural hook-up.



The Professional Outfit is a **+1 School Uniform.** While dressed in the Professional Outfit, the wearer gains a +4 enhancement bonus to his or her INT score, as the spell *fox' cunning*..

Construction
Requirements Craft Magic Arms and Armor, *fox' cunning*
Cost 8,000 gp (DC 25)

RABBIT HOOD

Aura faint transmutation **CL** 10th
Slot body and head **Price** 22,700 gp (DC 29)
Weight negligible
This pale pink girl's hoodie pull-over has big floppy cotton-stuffed rabbit ears crowning the hood. Wearing this hood makes you more adorable but also much more mischievous.

While wearing the Rabbit Hood, the character receives a +3 enhancement bonus on Acrobatics, Bluff and Stealth checks. The wearer can assume the form of a tiny rabbit, as *beast shape I,* for a total of 10 rounds (one minute) per day. These rounds need not be consecutive, but must be taken in 1 round increments.

Construction
Requirements Craft Wondrous Items, *beast shape I*
Cost 11,350 gp (DC 26)

RACE QUEENS OUTFIT

Aura faint divination **CL** 3rd
Slot armor **Price** 6,500 gp (DC 22) **Weight** 2 lbs
Japanese *race queens* are minor celebrities and junior idols who are cute, energetic mascots for local auto racing teams, not to mention celebrity guests at auto shows, car conventions and the like.

The Race Queen's Outfit is an especially revealing and brightly colored set of **+1 racing leathers**, ostentatiously decorated with sponsor patches and corporate icons. While wearing the Race Queen's Outfit, the character receives a bonus on Drive and Craft (mechanical) checks equal to her CHA modifier (minimum +1 bonus).

Special: Only female characters can benefit from this magic item.
Construction
Requirements Craft Magic Arms and Armor, *borrow skill*
Cost 3,250 gp (DC 24)

RAMAT SECT ROBES

Aura strong conjuration **CL** 14th
Slot armor and body **Price** 22,100 gp (DC 29) **Weight** 6 lbs
These heavy black Buddhist monk's robes are a dark, somber grey with golden trim. Monk of the Ramat Sect always seem to move with a stately slowness, as if their robes are as heavy and inflexible as their duties.

Ramat Sect Robes are considered **+3 quilted cloth armor.**

As a full round action, the wearer may attempt a DC 20 Knowledge (religion) check to shift into a fighting stance appropriate to their position within the Ramat Sect. Unlike conventional Knowledge checks, the wearer must be free to move to make the elaborate gestures of the form. If the wearer's check is successful, his or her melee weapons and unarmed strikes gain the ***Undead Bane*** property, which remains in place for the next minute. If the wearer succeeds at the check by 10 or more (beating DC 30), this acts as the ***Disruption*** property instead.

Construction
Requirements Craft Magic Arms and Armor, *heal,* creator must have 10 ranks in Knowledge (religion)
Cost 11,050 gp (DC 26)

RAPTOR LEGGINGS

Aura moderate transmutation **CL** 9th
Slot feet **Price** 56,000 gp (DC 32) **Weight** 5 lbs
These ebony thigh-highs are made of the finest French silk reinforced with night-black graphite-composite plating with sleek, aerodynamic lines. Winglets on each hip are styled on the short, angular wings of the F-22.

Raptor Leggings are **+1 Armored Leggings.** While wearing the Raptor Leggings, the character has their existing flight speed improved by +30 ft/round. Three times per day, the Legging's wearer can call upon their magic as a swift action, to increase their flight speed to 500 ft (perfect) for one minute. When this power is activated, hidden control surfaces on the Raptor Leggings flex and flare open, and blue flames of high velocity ramjets burn bright.

Construction
Requirements Craft Magic Arms and Armor, *military flight*
Cost 28,000 gp (DC 29)

ROMANTIC LEGGINGS

Aura faint transmutation **CL** 3rd
Slot feet **Price** 3,800 gp (DC 22) **Weight** 2 lbs
These sexy, armored thigh highs are reinforced by dense white plastic hip plating and knee pads, each shaped like cute pink and white hearts. The garter snaps also take the form of bright pink hearts.

Romantic Leggings are **+1 Armored Leggings.** While wearing these leggings, you receive a +4 enhancement bonus on sexually oriented Diplomacy and Perform (sexual) checks.

Construction
Requirements Craft Magic Arms and Armor, *eagle's splendor*
Cost 1,900 gp (DC 20)

ROYALTY COAT

Aura moderate conjuration **CL** 9th
Slot armor **Price** 54,375 gp (DC 32) **Weight** 3 lbs
This richly brocaded long coat is expertly tailored, and usually found in shades of crimson, vermillion and burgundy. The Royalty Coat has a stiff, high collar, and heavy brass buttons on each edge of the dramatically tailored double breast.

The Royalty Coat is a **+3 martyring, radiant buff coat.**

When the Royalty Coat is worn by a character with the Noble cultural template, its martyring effect is treated as *cure moderate wounds* instead. If worn by a character with the Imperial Family cultural template, the martyring effect is treated as *cure serious wounds* instead, and the armor's enhancement bonus increases to +5.

A quirk of the Royalty Coat dies the wearer's hair in an impossible shade that nicely compliments the coat while the magic armor is worn. Hairstyles of Nobles and Imperial Family members become especially ornate and ostentatious.

Construction
Requirements Craft Magic Arms and Armor, *mass cure light wounds,* creator must have the Noble or Imperial Family cultural template
Cost 27,188 gp (DC 29)

SALARIMANS SUIT

Aura faint illusion **CL** 3rd
Slot body and armor **Price** 12,000 gp (DC 26) **Weight** 2 lbs
This off the rack grey linen suit fits diffidently but does the job. The label is designer, but not a top brand. Those wearing the Salariman's Suit find that a degree

of conformity and social invisibility eases their passage through life.

While garbed in the Salariman's Suit, the wearer may substitute a Profession (any white collar) check for Stealth (or Hide/Move Silently) checks made anywhere in urban Japan. Characters with the White Collar starting occupation receive a +1 deflection bonus to Armor Class per 4 ranks in Profession (white collar), up to a maximum of +4.

Special: Only males can benefit from this magic item.
Construction
Requirements Craft Magic Arms and Armor, *invisibility, mage armor*
Cost 6,000 gp (DC 24)

SENSHI GENERIC

Aura faint abjuration **CL** 3rd
Slot armor **Price** 2,950 gp (DC 21) **Weight** 2 lbs
The Senshi Generic is a common and popular uniform for heroic young women, especially those with the occult connections to score 'the basics' but not the favors banked or funds to purchase truly high priced occult armor. The Senshi Generic is a colorful and cute stylization of a Japanese *sailor fuku* school uniform. The Generic is mostly pristine white with a vibrant, primary color decorating the neckerchief, fingerless opera gloves, high boots and skirt.

The Senshi Generic is a **+1 school uniform.** While wearing the Senshi Generic, the wearer gains a +2 competence bonus on Acrobatics and Climb checks.

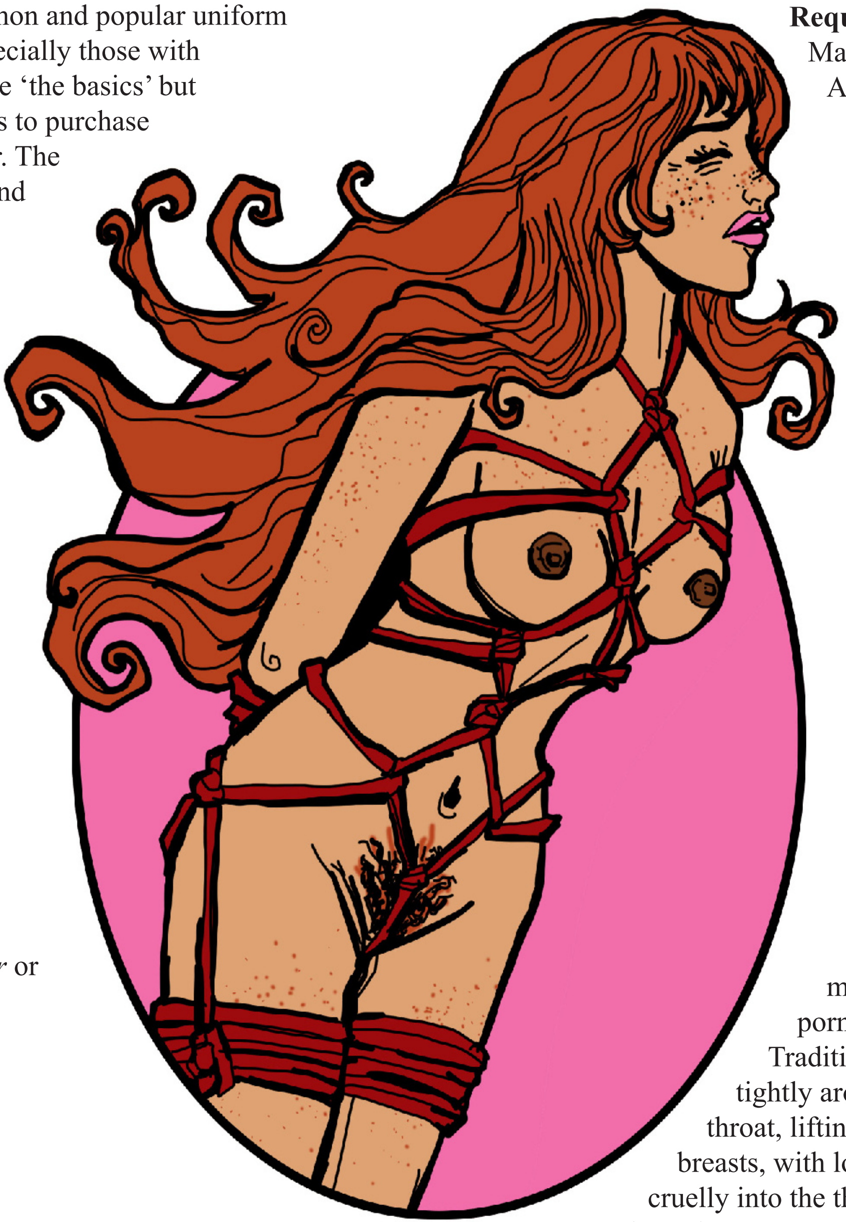
Construction
Requirements Craft Magic Arms and Armor, *mage armor* or *shield*
Cost 1,475 gp (DC 19)

SENSHI GREAT

Aura moderate illusion **CL** 10th
Slot armor **Price** 12,950 gp (DC 27) **Weight** 2 lbs
The Senshi Great is a stunningly tailored and even more colorful version of a *Senshi Generic.* This more elaborately stitched uniform still features a bold, primary color worn on the neckerchief, gloves, boots and skirt. In addition, a complementary color decorates a large bow worn on the breast, and an even larger, flouncier bow worn just above the buttocks. These bows glow with their own internal light.

The Senshi Generic is a **+1 radiant, glimmered school uniform.** The Senshi Generic can only transform itself into ordinary clothing with the same colors as the uniform's primary and secondary color.

Construction
Requirements Craft Magic Arms and Armor, *daylight, disguise self, mage armor* or *shield*
Cost 6,475 gp (DC 24)



SILK COIL HARNESS

Aura strong transmutation **CL** 9th
Slot body and belt **Price** 90,000 gp (DC 33) **Weight** neg.
Rope bondage is an ancient and well loved Japanese art; intricately knotted rope corsets and sexual harnesses appear on the majority of Japanese porn DVDs and UMDs. Traditional harnesses wrap tightly around the breasts and throat, lifting and defining the breasts, with lower ropes cutting cruelly into the thighs or running along the woman's vulva.

The Silk Coil Harness follows the 'traditional' pattern. It is an intricately knotted body harness of soft white silk rope decorated with golden and crimson threads. The golden threads seem to move across the woman's body like speckles of light. Despite its incredible tight fit and restrictive design, the Silk Coil Harness is surprisingly comfortable and supple, and when worn against bear skin is a constant erotic stimulus. The Silk Harness can be, and often is, worn under conventional clothing.

While wearing the Harness, a woman receives a +3 enhancement bonus to her DEX score. She can contort her body in a seemingly endless variety of ways, and she gains the Eerie Dexterity feat, even if she does not meet the prerequisites.

Special: Only females, or males with the Bishonen feat, can benefit from this magic item.
Construction
Requirements Craft Magic Arms and Armor, *polymorph*
Cost 45,000 gp (DC 31)

SKY FLIER UNIFORM

Aura strong transmutation **CL** 9th
Slot armor **Price** 116,600 gp (DC 34) **Weight** 2 lbs
This tailored school uniform features a blouse and light jacket the rich red of a robin's feathers. The silky black skirt billows out like bat's wings, trimmed in a thin white silk edging. (For men, a pair of rather retro, but still stylish, wide bellbottom trousers trimmed in white replace the skirt. The uniform can change itself to conform to its wearer's gender in moments.) Sky Flier Uniforms are popular among young aviatrix serving alongside Japan's famous *Assault Witches,* giving comparable maneuverability and speed to the turbine-legged heroines.

The Sky Flier Uniform is a **+3 rallying school uniform.** While wearing the Sky Flier Uniform, the character gains a Flight speed of 90 ft (good). The wearer gains a +4 competence bonus on Fly checks, as well as a +2 competence bonus on REF Saves while flying.

Construction
Requirements Craft Magic Arms and Armor, *military flight, remove fear*
Cost 58,300 gp (DC 32)

SLEEPY DRESS

Aura moderate enchantment **CL** 5th
Slot body **Price** 22,025 gp (DC 29) **Weight** neg.
It may take the form of a designer ball gown, a loose and comfortable sundress or a well worn nightie, but it is always the soft blue of the Japanese sky at noon. The Sleep Eyed Dress is a tool of seduction and deception, a temptress' weapon. The enchanted threads seem to whisper gentle lullabies.

While wearing the Sleepy Dress, characters gain the ability to cast *ray of fatigue* at will as a standard action. Up to three times per day, the wearer can cast *sleep* as a standard action. Once per day, the wearer can cast *deeper slumber* as a standard action.
Additionally, the wearer can command the dress to change its appearance, style of clothing, even texture and material, though its color always remains a soft blue. Doing so is a standard action.

Construction
Requirements Craft Wondrous Item, *prestidigitation, ray of fatigue, sleep, deep slumber*
Cost 11,013 gp (DC 26)

SOUL CIVILIZATION CLOAK

Aura strong transmutation and necromancy **CL** 15th
Slot armor **Price** 175,000 gp (DC 36) **Weight** 5 lbs
This heavy black leather trenchcoat includes a voluminous, shadowy hood. The zipper is heavy grey steel, and thick iron chains dangle from the breast and flanks. A variety of metal clasps and zippers close the long sleeves.

The Soul Civilization Cloak is a **+4 ghost touch buff coat.** While wearing the Soul Civilization Cloak, the wearer is under a constant *death ward* effect. The cloak's many chains shake and clank slightly when the wearer is within 50 ft of any stable dimensional *torii gate.*

Construction
Requirements Craft Magical Arms and Armor, *death ward, detect magic, etherealness,* creator must be Undead
Cost 87,500 gp (DC 33)

SOUL CIVILIZATION UNIFORM

Aura moderate abjuration **CL** 7th
Slot armor **Price** 13,100 gp (DC 27) **Weight** 3 lbs
This male secondary school uniform features neatly pressed slacks and a blazer, both as black as a Tokyo night, and a starched white silk shirt usually worn untucked. The dress shirt's collar, and the blazer's cuffs are checked black and white.

The Soul Civilization Uniform is a **+1 deathless school uniform.** While wearing the uniform, the wearer's pupils become an eerie shade of violet, and occasionally spark with purple/blue flames. The wearer gains a constant *deathwatch* effect as a spell-like ability.

Construction
Requirements Craft Magic Arms and Armor, *death ward, deathwatch,* creator must be Undead
Cost 6,550 gp (DC 24)

STRANGLED RABBIT HOODIE

Aura moderate transmutation **CL** 5th
Slot body **Price** 19,500gp (DC 28) **Weight** 2 lbs
This winter-weight zip-up hooded sweater is grey as smoke. Off center on the back is a hand stitched cloth patch depicting a super-kawaii pink rabbit hanging from a noose. Goryohime occultists often hand stitch these hoodies for close mortal friends- rarely sold, these unique hoodies are instead usually given as gifts.

While wearing a Strangled Rabbit Hoodie, the character gains the No Breath racial quality and gains a +2 bonus on saving throws against death effects, negative energy and ability score drain or damage.

Construction
Requirements Craft Wondrous Items, *undead anatomy I*, creator must be a Goryohime
Cost 9,750 gp (DC 25)

STYLE ORI GRAND FUR

Aura moderate illusion **CL** 7th
Slot armor **Price** 21,500 gp (DC 28) **Weight** 3 lbs
This jacket length, fur coat is silky white fox fur coat as soft as a maiden's dream. The collar snaps, zippers, front closures and cufflinks are large, dangly and ostentatious gold trinkets, many forged into the shape of the Style Ori Album Chart corporate logo.

Style Ori Grand Fur is a set of **+2 harmonizing decadent furs.** The wearer receives a +5 bonus on Perform (sing or dance) checks made to earn a living while the Style Ori Grand Fur is worn.

Construction
Requirements Craft Magic Arms and Armor, *bardic performance* class feature
Cost 10,750 gp (DC 26)

SUKEBAN'S SKIRT

Aura faint enchantment and transmutation **CL** 5th
Slot armor **Price** 13,500 gp (DC 27) **Weight** 2 lbs
The Sukeban's Skirt is a complete, highly modified school uniform that marks the wearer as a tough, scrappy fighting girl. It consists of a white blouse, usually with sleeves rolled up, a lengthened black or blue skirt, and colorful, loose-fitting socks.

The Sukeban's Skirt is a **+2 brawling, bolstering school uniform.** The wearer is treated as having the Improved Unarmed Strike feat while wearing the armor.

Special: The Sukeban's Skirt can only be worn by females. Any lawful creature wearing the Sukeban's Skirt gains a negative level, which does not result in permanent level loss, but cannot be restored while the skirt is worn.

Construction
Requirements Craft Magic Arms and Armor, *bull's strength, heroism*
Cost 6,750 gp (DC 24)

SUKEBAN'S SUIT

Aura faint transmutation **CL** 9th
Slot armor **Price** 27,000 gp (DC 29) **Weight** 2 lbs
The Sukeban's Suit is an extreme stylization of a man's business suit- sleek and sexy and black. It's tight fitting and curve-hugging, and wears like a sexy fetish uniform. The Sukeban's Suit includes a jacket, trousers, dress shoes and a short necktie, all black as midnight, as well as an almost transparent white undershirt.

The Sukeban's Suit is a **+3 school uniform.**
While wearing the Sukeban's Suit, the wearer can change her gender at will, becoming male; in this case, the Sukeban's Suit's benefit still applies. She may also change her sexual orientation at will in similar manner, either in addition to or instead of changing physical gender; she must always have some sexual orientation. The wearer returns to her natural gender and orientation if she removes the Sukeban's Suit or if she wills the change.

Special: The Sukeban's Suit can only be worn by females. Any lawful creature wearing the Sukeban's Skirt gains a negative level, which does not result in permanent level loss, but cannot be restored while the skirt is worn.

Construction
Requirements Craft Magic Arms and Armor, *alter self*
Cost 13,500 gp (DC 27)

TANSO BASIC

Aura faint abjuration **CL** 2nd
Slot armor **Price** 2,000 gp (DC 20) **Weight** 2 lbs
A nearby occult tailor, *Baien & Banri Uniform and Supplies,* provides uniforms to all Tanso Middle School students. All students at Tanso Middle School are provided one and are expected to return it to the uniform shop in good condition upon graduation. In this way, even poor students or those from strictly mundane families gain a measure of occult protection that marks them as Tanso Middle School students.

The Tanso Basic adventuring uniform is simply a **+1 school uniform** enchanted for cleanliness and comfort.

Construction
Requirements Craft Magic Arms and Armor, *mage armor* or *shield*
Cost 1,000 gp (DC 18)

TANSO MIDDLE SCHOOL BLOUSE

Aura faint transmutation **CL** 2nd
Slot body **Price** 2,800gp (DC 21) **Weight** negligible
This frilly, flouncy cotton blouse is extremely cute and modest, and is an acceptable uniform for young witches-to-be attending Hirose Tanso Middle School in Tokyo. Such blouses are light, cool and comfortable, and shift to any pastel hue of the wearer's choice at her whim.

The Tanso Middle School Blouse is a **+1 school uniform.** Once per day, the wearer can hug a willing ally and use their ranks in any skill of the wearer's choice in place of her own, provided she makes the skill check within one minute. A borrowed skill is always considered a class skill for you, while wearing this blouse.

Construction
Requirements Craft Magic Arms and Armor, *borrow skill*
Cost 1,400 gp (DC 19)

TANSO MIDDLE SCHOOL DRESS

Aura strong abjuration **CL** 15th
Slot body and armor **Price** 32,700 gp (DC 30)
Weight negligible
This spectacularly frilly little girl's dress is all lace and ruffles, and shifts through every color of the rainbow over the course of a day. This dress is an acceptable uniform for young mages-in-training attending Hirose Tanso Middle School in Tokyo. Outside school grounds, the dress appears to be a drab, but still somewhat cute black and yellow school uniform.

The Tanso Middle School Dress is a **+1 school uniform** that provides the wearer with **Spell Resistance 15,** which should keep the school's students safe from weak oni and the other minor threats that make pre-teen girls their favorite prey. Upon command, the Middle School Dress can become any form of mundane clothing (including a one-piece school swimsuit, cold weather gear or any particular outfit), though its colors remain insanely vibrant. This does not change the dress' magical properties.

Special: Only females in the Young Adult age category or younger can benefit from this magic item.
Construction
Requirements Craft Magic Arms and Armor, *disguise self, spell resistance*
Cost 16,350 gp (DC 28)

TANUKI'S CUP

Aura strong abjuration **CL** 13th
Slot belt **Price** 3,000 gp (DC 22) **Weight** 2 lbs
Tanuki are infamous throughout the realms for their enormous testicles, and even the rare Tanuki hero who trusts to his luck likes to protect his pair. This extremely elaborate cod-piece resembles an even more heavily reinforced version of the traditional laminar hip cladding worn with a samurai's o-yoroi armor. Beneath the vermillion lacquer there's Kevlar and light steel plating!

Though it occupies the belt slot, the Tanuki's Cup provides the wearer with the ***Light Fortification*** magical armor property. If worn with any enchanted armor with a Fortification feature, it improves the Fortification quality of that armor by a single step, to a maximum of Heavy Fortification.

Special: Only Tanuki males can benefit from this magic item. (Yes, Tanuki women have testicles of their own, but not nearly as large, or as sensitive as their male counterparts.)

Construction
Requirements Craft Magic Arms and Armor, creator must be a Tanuki, *limited wish*
Cost 1,500 gp (DC 19)

TBMS JUMPSUIT

Aura faint abjuration **CL** 3rd
Slot armor **Price** 1,950 gp (DC 20) **Weight** 1 lb
This dingy grey jumpsuit stinks of cigarette smoke and body odor, and always looks rumpled and dirty. The padding at the knees and elbows is worn down, and the name tag stitched over the left breast and right hip might (but probably) doesn't match the bitter, lonely loser wearing the jumpsuit.

The TBMS Jumpsuit is a set of **+1 padded armor.** While wearing the armor, the character gains a +5 competence bonus on Intimidate, Sense Motive and Perception checks made against Nekomusume characters.

Construction
Requirements Craft Magic Arms and Armor, *mage armor*
Cost 975 gp (DC 17)

TIGER PELT BIKINI

Aura moderate abjuration **CL** 7th
Slot armor **Price** 58,000 gp (DC 32) **Weight** 1 lb
This full-cut two piece swimsuit is sewn from silky golden tiger's pelt.

The Tiger Pelt Bikini is **+2 battle lingerie of improved electrical resistance.** If the Tiger Pelt Bikini absorbs at least 30 points of electrical damage within a single round, the wearer gains a Fight speed of 90 ft (average) for one round.

While wearing the Tiger Pelt Bikini, the character benefits from the Unspoken Strangeness trait, and even if visibly alien, monstrous or otherwise inhuman can live and work normally in Black Japan, as long as they don't do anything too strange.

Construction
Requirements Craft Magic Arms and Armor, *alter self, resist energy,* creator must be non-human
Cost 29,000 gp (DC 30)

UKEMOCHI ELITE RACING LEATHERS

Aura moderate abjuration **CL** 10th
Slot armor and head **Price** 12,000 gp (DC 26) **Weight** 5 lbs
The Ukemochi Ranch Corporation cures and tans the hides of its butchered cattle girls, producing some of the finest, and most expensive leather in all Japan. The Ukemochi Elite line of racing gear includes driving gloves, seat covers and sleek full body suits of black riding leather trimmed in white.

Ukemochi Elite Racing Leathers are a set of **+2 racing leathers**. These Racing Leathers provide a +10 enchantment bonus on Ride checks. While wearing the Ukemochi Elite Racing Leathers, the character reduces the damage inflicted by a vehicle crash by two dice.
Construction
Requirements Craft Magic Arms and Armor, *cat's grace, mage armor*
Cost 6,000 gp (DC 24)

VTOL LEGGINGS

Aura moderate transmutation **CL** 5th
Slot feet **Price** 34,000 gp (DC 30) **Weight** 8 lbs
These heavily armored leggings are reinforced with gunmetal grey hull plating, painted in stark black and white hazard striping. VTOL thrusters on the booted ankles, accented by gold highlights, provide the wearer with superior maneuverability.

VTOL Leggings are **+2 Armored Leggings.** While wearing VTOL Leggings, a character with an existing flight speed gains Hover as a bonus feat, and their in-air maneuverability improves by one category (to a maximum of perfect). While airborne, the character receives a +2 insight bonus to Initiative. If the character begins an encounter on the ground, their Initiative score improves by +2 as soon as they take to the air.

Construction
Requirements Craft Magic Arms and Armor, *fly*
Cost 19,000 gp (DC 28)

X HUNTERS COAT

Aura moderate conjuration **CL** 8th
Slot armor **Price** 41,000 gp (DC 31) **Weight** 5 lbs
This long leather duster is the color of fresh spilt blood, and takes its name from its complex series of black steel buckles, arranged in a striking X pattern across the double breast.

The X Hunter's Coat is a **+4 undead-defiant buff coat of shadow.** The X Hunter's Coat provides the wearer with a +4 competence bonus on Knowledge (dungoneering) and Knowledge (religion) checks.

Construction
Requirements Craft Magic Arms and Armor, *invisibility, silence, summon monster I*
Cost 20,500 gp (DC 28)

YAKUTA, DRUMMERS

Aura faint transmutation **CL** 8th
Slot chest **Price** 6,500 gp (DC 24) **Weight** negligible
Yakuta are light kimono, typically worn in less formal settings. This particular yakuta is loose fitting, black cotton with voluminous white sleeves. Festival kanji, stitched in white often decorates the back.

The Drummer's Yakuza grants the wearer an enhancement bonus to STR of +2. Treat this as a temporary ability bonus for the first 24 hours the Drummer's Yakuta is worn. The Drummer's Yakuta provides a +5 competence bonus on Perform (percussion) checks; the wearer may use either their STR or their CHA modifier on Perform (percussion) checks, whichever is higher.

Construction
Requirements Craft Wondrous Items, *bull's strength*
Cost 3,250 gp (DC 22)

YAKUTA, DRUNKS

Aura moderate conjuration **CL** 5th
Slot chest **Price** 18,000 gp (DC 28) **Weight** negligible
Yakuta are light kimono, typically worn in less formal social settings. This particular yakuta is woven from cheap brownish cotton that smells faintly of beer.

Wearing the Drunk's Yakuta makes the character immune to ingested poisons and non-magical disease.

Construction
Requirements Craft Wondrous Items, *neutralize poison*
Cost 9,000 gp (DC 25)

YAKUTA, GAMBLERS

Aura faint divination **CL** 3rd
Slot chest **Price** 15,600 gp (DC 27) **Weight** negligible
Yakuta are light kimono, typically worn in less formal social settings. This particular yakuta has a vaguely disreputable air. Its once vibrant colors are faded and the cloth is threadbare in a few places, and the Gambler's Yakuta smells faintly of old smoke and spilt sake. The ultra-traditional **99 Eyes Yakuza** wear these yukata in the fashion of their Tatakama origins, no matter how archaic these items seem in the modern Earth Realm.

The Gambler's Yakuta twists luck in a spray of crimson and violet pyrotechnics, hopefully to the wearer's benefit more often than not. While wearing the Gambler's Yakuta, the character receives a +6 enhancement bonus on Profession (gambler) checks made to earn a living.

Each time the wearer makes an attack roll, he rolls two D6s of different color. One D6 is a positive number, the other is a negative number. The two dice are read and combined. The result is added to the attack roll as either an enhancement bonus (in the case of a positive result), or a penalty (in the case of a negative result) to the attack roll and damage.

Construction
Requirements Craft Wondrous Items, *gallant inspiration*
Cost 7,800 gp (DC 24)

YAKUTA, WHORES

Aura faint abjuration **CL** 5th
Slot chest **Price** 10,000 gp (DC 25) **Weight** negligible
Yakuta are light kimono, typically worn in less formal social settings. This yakuta is usually a pale pink with a somewhat faded floral print. After a sexual encounter the yakuta's ragged weave repairs itself, its floral prints take on new, more vibrant hues and the pink fabric glows with health and vitality.

For one hour after any sexual encounter enjoyed while wearing the Whore's Yakuta, the character benefits from a *protection from* spell, the exact type of which is determined by the alignment of the creature the Whore's Yakuta had the sexual encounter with, and opposite at least one component of their alignment.

(For instance, if the wearer had a sexual encounter with a LG human, she would benefit from either a *protection from evil* or a *protection from chaos* spell, at her option). An encounter with a neutral character allows the character to choose a single alignment descriptor for the *protection from* spell.

Construction
Requirements Craft Wondrous Items, *protection from chaos, protection from evil, protection from good, protection from law*
Cost 5,000 gp (DC 23)

YAKUZA'S SUIT

Aura moderate necromancy **CL** 8th
Slot body and armor **Price** 66,000 gp (DC 32) **Weight** 2 lbs.
This flashy, smoke-grey sharkskin suit includes a colorful silk dress shirt, and is rarely worn with a tie. Usually, the shirt is left open to expose the wearer's elaborate clan tattoos.

The Yakuza's Suit is effectively **+1 cloth armor.** Up to five times per day, the wearer can cast *fear* as an 8th level sorcerer. While casting fear, the wearer's tattoos grow like a shadow across the sharkskin, coiling within the nearby shadows.

Construction
Requirements Craft Magic Arms and Armor, *fear*
Cost 33,000 gp (DC 30)

NEW BASE WEAPONS

Quite a few new weapons types described below are found in *Technology Unleashed* (Otherverse Games, 2016). Musical Weapons are covered in depth both in that sourcebook and in the stand alone sourcebook *Weapons of Rock and Roll* (Otherverse Games, 2016).

However, there are a handful of weapons unique to the Black Tokyo campaign setting- from the wands wielded by feisty magical girls to the pneumatic pistols used to split the skulls of enslaved cattle-women. Here are the stats for these unique weapons.

CAPTIVE BOLT GUN

Captive Bolt Guns are in common use by the Ukemochi Ranch's butchers, and a few adventurers, mostly those who have grown up on a Mie Prefecture farm, have adopted these odd and lethal devices as personal weapons.

Unique Weapons	Damage	Critical	Range Increment	ROF	Special	Magazine	Size and Weight	Cost
One Handed Simple Ranged Weapons								
Wand, Cute	2d4 force	20/x2	50 ft	Single	-	Unlimited	1 lb Tiny	650 gp
Wand, Heart	2d6 force	19-20/x2	50 ft	Single	-	Unlimited	1 lb Tiny	900 gp
One Handed Martial Ranged Weapons								
T-94 Pistol	2d6 ballistic	20/x2	25 ft	Single	-	6 box	1 lb Small	350 gp
Volley	2d8 bludgeoning	20/x2	50 ft	Single	Non-Metallic, Performance	-	4 lbs Small	250 gp
Two Handed Martial Ranged Weapons								
Stave, Crescent	2d8 force	20/x2	50 ft	Semi Auto	-	Unlimited	4 lbs Small	1,500 gp
Stave, Orb	2d8+1 force	20/x3	50 ft	Semi Auto	Masterwork	Unlimited	5 lbs Small	2,500 gp
T-38 Rifle	2d4 ballistic	20/x3	120 ft	Single	-	5 box	7 lbs Medium	350 gp
One Handed Martial Melee Weapons								
Captive Bolt Gun	1d8 piercing	19-20/x3	-	-	Deadly	-	5 lbs Small	250 gp

The Captive Bolt Gun is a pistol-like weapon that uses a pneumatic charge to ‘fire’ a blunt, bullet like projectile into the skull of a creature set for slaughter. Unlike a true firearm, the projectile has a flared base that and thus, cannot exit the barrel by more than a few inches. Once fired, the projectile retracts into the barrel, allowing the weapon to be used again on a different creature.

CAPTIVE BOLT GUN, HEAVY

Where a normal Captive Bolt Gun will suffice to slaughter smaller animals, butchers putting larger, heavier or more heavily armored livestock use the Heavy Captive Bolt Gun instead. This bulkier, two handed weapon has a more powerful pneumatic charge and greater killing capacity.

STAVE, CRESCENT OR ORB

Magical Staves are similar to magic Wands, and are often wielded by older, more mature and competent magical girls. These elaborately carved and brightly decorated staves are topped either by a spherical crest, which may glow brilliantly, or by a crescent that sparkles with arcane fire. Of the two, Orb Staves are the more powerful by far, and are always considered masterwork weapons.

- When attacking with a Stave, the wielder uses her CHA modifier rather than her DEX modifier on the attack roll.
- Only female characters may use a Stave; these strange occult weapons do not fire when wielded by a male character.

T-38 RIFLE

Like the T-94 pistol, this bolt action rifle was produced into the millions by the Japanese military during WWII. These weapons were standard issue for nearly every Japanese soldier. Though accurate and reliable, they suffer from a lack of stopping power due to the small rounds they chamber.

T-94 PISTOL

The T-94 was the standard issue sidearm of the Japanese military during WWII. Uncounted thousands of these pistols were produced during the Imperial era, and many have survived into the modern era as war trophies or collector’s items. They have a rather unreliable sear bar, and might fire unexpectedly if handled wrong.

VOLLEY

This heavy rubber sphere resembles a sports ball of some type- depending on who carries this showy weapon, the Volley may resemble a colorful and futuristic volleyball, football, basketball or soccer ball. Regardless of the form, this hard to master weapon remains hard-hitting.

Special

- When a proficient user makes a successful attack with the Volley, a Huge or smaller target must succeed at a DC 15 FORT Save or be knocked back 5 ft. If the target fails its save by more than five points, it is knocked prone. Targets larger than Huge are *stunned* for one round instead, or *helpless* for one round if the save is failed by more than five instead.

WAND, CUTE OR HEART

Magic Wands are the domain of cute, girlish young heroines. Fueled by the power of belief and self confidence, wands are not strictly musical weapons, but are often used by idol singers and others. Cute Wands have a variety of crests, such as animal motifs, musical notes, or occult sigils. Heart Wands, which are much more potent, are decorated with pulsing pink heart or winged heart motifs.

Special

- When attacking with a Wand, the wielder uses her CHA modifier rather than her DEX modifier on the attack roll.
- Only female characters may use a Wand; these strange occult weapons do not fire when wielded by a male character.

NEW MAGICAL WEAPON QUALITIES

Several of the new magic weapons in this section boast at least one of these new special qualities.

BEAUTY KILLING

A successful attack from a weapon with the Beauty Killing enchantment inflicts bonus damage equal to the target's CHA modifier. Targets with a negative CHA modifier do not suffer less damage than normal from a weapon with this property. The damage from a Beauty Killing weapon supersedes, and does not stack with the weapon's enchantment bonus.

- Strong Transmutation; CL 12th; Craft Magic Arms and Armor, and *baleful polymorph*; Price: +2 bonus

PANTY THIEF.

The panty thief enchantment may only be placed on melee weapons. Upon a critical hit, the weapon's magic teleports any undergarment (including magical garments worn in the belt or body slot) worn on the genitals into the wielder's hand. This does not require the wielder to have a hand free, nor cause the wielder to drop other items held.

- Moderate Conjuration; CL 8th; Craft Magic Arms and Armor, and *Pilfering Hand*; Price: +1 bonus

PLEASURING

Upon command, a pleasuring weapon is sheathed in pink radiance that deals an extra 1d6 points of Pleasure damage on a successful hit. The radiance does not harm the wielder. The effect remains until another command is given.

- Moderate Evocation; CL 10th; Craft Magic Arms and Armor and *Breath of Ecstasy*; Price: +1 bonus

PLEASURING BURST

A pleasuring burst weapon functions as a pleasuring weapon that also explodes with Pleasure radiation upon striking a successful critical hit. The radiance does not harm the wielder. In addition to the extra Pleasure damage from the pleasuring ability (see above), a Pleasuring Burst weapon deals an extra 1d10 points of Pleasure damage on a successful critical hit. If the weapon's critical multiplier is ×3, add an extra 2d10 points of Pleasure damage instead, and if the multiplier is ×4, add an extra 3d10 points of Pleasure damage.

- Strong Evocation; CL 12th; Craft Magic Arms and Armor and *Deadly Pleasures* or *Orgasm Mine*; Price +2 bonus

SPECIFIC MAGICAL WEAPONS

AKANAMES TONFA

Aura faint evocation **CL** 10th
Slot weapon **Price** 6,000 gp (DC 24) **Weight** 1 lb
This tonfa is made of from some kind of unfamiliar dark wood, and wrapped in brown and yellow leather.

The Akaname's Tonfa is a **+1 corrosive tonfa.** On a critical hit with this weapon, the target must succeed at a DC 18 or be affected by *Vacate Bowels* and be stunned until the beginning of their next turn.

Construction
Requirements Craft Magic Arms and Armor, *acid arrow, vacate bowels*
Cost 3,000 gp (DC 22)

AKIBA ELECTRON DAGGER

Aura moderate evocation **CL** 8th
Slot weapon **Price** 4,800 gp (DC 23) **Weight** 1 lb
The Akiba Foundry formerly sold these enchanted daggers from its Tokyo production floor, but ceased production of these weapons in 2008, after a knife attack in Akihabara that killed nearly a dozen. The Electron Daggers already in the market became sought after collectibles in the occult community.

Akiba Electron Daggers are garish gilt-edged ceremonial knives with a heavy golden lightning bolt motif forged into the blade itself. These weapons are **+1 shocking daggers.** Prior to 2008, the Akiba Foundry also produced **+1 shocking combat balanced daggers** under the same name (cost 5,000 gp). While holding or carrying an Akiba

Electron Dagger, the wielder gains a +2 competence bonus on Computer Use and Craft (electronics) checks.

Construction
Requirements Craft Magic Arms and Armor, *lightning bolt*
Cost 2,400 gp (DC 21)

AKIBA ELECTRON DANGER KISS

Aura moderate evocation **CL** 8th
Slot weapon **Price** 7,200 gp (DC 24) **Weight** 1 lb
This more fancifully named weapon replaced the Electron Dagger on the Akiba Foundry's sales-floor after the atrocity of 2008. It resembles the futuristic and stylized melee weapons wielded by cartoon and sentai heroes. It is forged from gold and neon-orange plastic and looks more like a toy than a weapon.

The Akiba Electron Danger Kiss is a **+1 merciful shocking arc dagger** (Advanced Edge, Otherverse Games, 2014). It inflicts 1d6+1 non-lethal electrical damage under normal circumstances or 2d6+1 non-lethal electrical damage when its shocking property is activated.

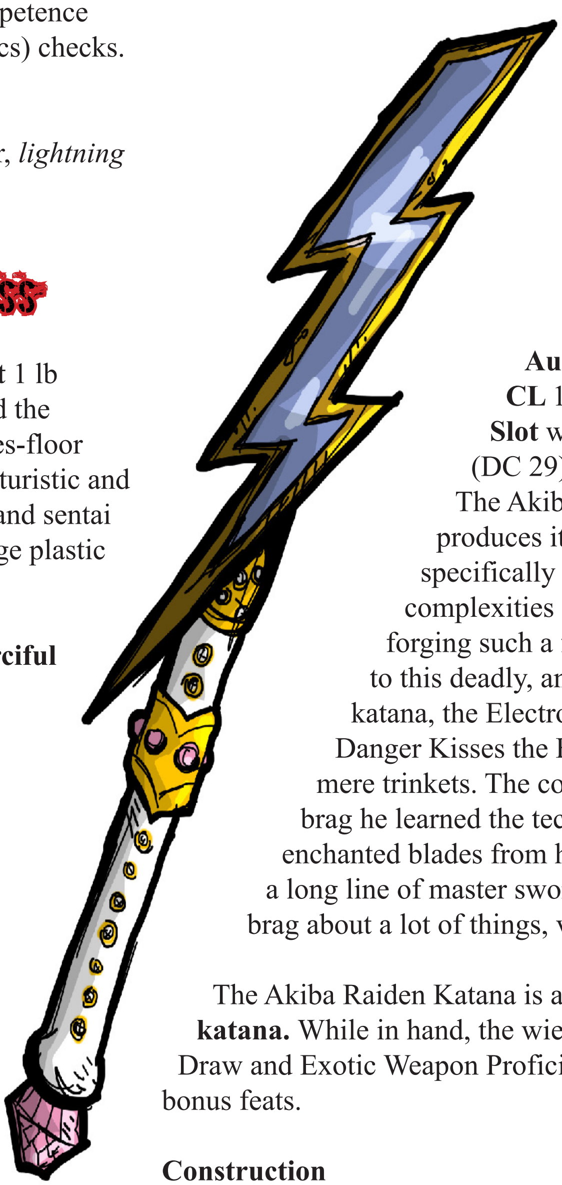
Construction
Requirements Craft Magic Arms and Armor, *cure light wounds, lightning bolt*
Cost 3,600 gp (DC 22)

AKIBA ELECTRO PRINCESS WAND

Aura moderate evocation **CL** 8th
Slot none **Price** 14,500 gp (DC 27)
Weight 1 lb
This white plastic wand, with a glowing lightning bolt head could be a child's store-bought toy, except for the fact the zigzagging lightning bolt is outlined in real, high carat gold, and several tiny, yet completely authentic diamonds decorate the handle.

The Akiba Electro Princess Wand is a **+1 shocking cute wand.** While wielding the wand, the character gains Evasion; if she already possesses Evasion she gains Improved Evasion instead. This secondary benefit only applies when the character is adventuring in Akihabara itself.

Special: Only female characters can use the Akiba Electro Princess Wand.
Construction
Requirements Craft Magic Arms and Armor, *cat's grace, lightning bolt*, creator must be female
Cost 7,250 gp (DC 25)



AKIBA RAIDEN KATANA

Aura moderate evocation
CL 10th
Slot weapon **Price** 29,000 gp (DC 29) **Weight** 6 lbs
The Akiba Foundry only ever produces its Raiden Katana specifically to order, due to the complexities and costs involved in forging such a fine blade. Compared to this deadly, anime-inflected electro-katana, the Electron Daggers and Electron Danger Kisses the Foundry also produces are mere trinkets. The company founder likes to brag he learned the techniques for forging these enchanted blades from his grandfather, latest in a long line of master swordsmiths, but he likes to brag about a lot of things, very few of them true.

The Akiba Raiden Katana is a **+3 shocking burst katana.** While in hand, the wielder gains the Quick Draw and Exotic Weapon Proficiency (katana) feats as bonus feats.

Construction
Requirements Craft Magic Arms and Armor, crafter must have the Exotic Weapon Proficiency (katana) feat
Cost 14,500 gp (DC 27)

AKIBA STORM RIBBONS

Aura moderate evocation **CL** 8th
Slot weapon **Price** 11,250 gp (DC 26) **Weight** 1 lb
Akiba Storm Ribbons are canary-yellow silk fighting scarves threaded with gold, cut into the shape of a jagged lightning bolt.

Akiba Storm Ribbons are **+2 glorious, shocking ribbon blades.** The weapon provides a +1 luck bonus on REF Saves while within Akihabara, Tokyo, so long as the weapon is in hand and wielded.

Construction
Requirements Craft Magic Arms and Armor, *blindness/deafness, daylight, flare, lightning bolt*
Cost 5,625 gp (DC 24)

ANTI-KAIJU BLADE

Aura moderate transmutation **CL** 10th
Slot weapon **Price** 28,500 gp (DC 29) **Weight** 5 lbs
The JSDF has taken to forging production-line bane-blades for soldiers stationed in the Tottori region and other prefectures threatened by earth-shaking monsters. These swords are ugly and utilitarian, resembling the naked inner blade of a utility knife, with a single edge and break points along the length of the steel. The weapon is usually stamped with a serial number near the crossguard.

The Anti-Kaiju Blade is a **+2 Kaiju Bane Longsword.** While wielding the blade, the wearer receives a +10 enhancement bonus on Acrobatics checks made to make long or high jumps. The wielder's jumping distance is not limited by her height. She may make an Acrobatics check to reach a Gargantuan or Colossal creature's vital areas as a swift action, allowing her to make sneak attacks against especially massive creatures.

Construction
Requirements Craft Magic Arms and Armor, *jump, summon monster I*
Cost 14,250 gp (DC 27)

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SHANGHAI
STEAK HOUSE

ASSAULT KATANA

Aura moderate conjuration **CL** 8th
Slot weapon **Price** 34,000 gp (DC 31) **Weight** 2 lbs
This finely balanced katana has a smoke-grey carbon-fiber, nearly mono-molecular blade made with advanced materials fabrication techniques rather than traditional methods. The hilt is wrapped in supple white leather, and a small charm bearing the 105th JOG insignia dangles from the guard.

The Assault Katana is a **+2 aberration-bane katana.** While the katana is wielded or carried, the wielder receives a +5 competence bonus on Perception checks and is treated as possessing the Improved Initiative feat.
Construction
Requirements Craft Magic Arms and Armor, *cat's grace, summon monster I*
Cost 17,000 gp (DC 28)

ASSAULT WITCH AWACS OPERATOR'S PISTOL

Aura faint divination **CL** 5th
Slot weapon **Price** 5,200 gp (DC 23) **Weight** 2 lbs
The "AWAX", as it's known by most Assault Witches, is a specially modified Glock semi-auto. The weapon's long barrel and frame are acid etched with an intricate circuit pattern, which occasionally glows when the wielder concentrates or calls upon the weapon's power. The 105th JOG's angel-wing and missile logo is set into a small crest on the grip. This sidearm is commonly carried by AWACs trained Assault Witches.

The Assault Witch AWACs Operator's Pistol is a **+1 Glock-17.**

The weapon grants a +5 competence bonus on Computer Use checks as long as it is wielded or carried.

Construction
Requirements Craft Magic Arms and Armor, creator must have 5 ranks in Computer Use
Cost 2,600 gp (DC 21)

ASSAULT WITCH CARBINE

Aura faint transmutation **CL** 3rd level
Slot weapon **Price** 3,200gp (DC 21) **Weight** 2 lbs
The Assault Witch Carbine is the standard weapon of most Assault Witch fliers. The weapon vaguely resembles a cut-down H&K carbine with shoulder strap, with a somewhat more aerodynamic housing and short, folding stock to make it comfortable to fire while flying. Assault Witches usually paint the barrel's tip in several concentric rings of personal color and pin badges and quirky, colorful pins to the shoulder strap to personalize the rather impersonal weapon.

The Assault Witch Carbine is simply a **+1 Advanced SMG.** The weapon grants a +3 competence bonus on Fly checks as long as it is wielded or carried.
Construction
Requirements Craft Magic Arms and Armor, *cat's grace*
Cost 1,600 gp (DC 22)

ASSAULT WITCH SUPERHEAVY

Aura moderate abjuration **CL** 8th
Slot weapon **Price** 13,500gp (DC 27) **Weight** 60 lbs
The Assault Witch Superheavy is a modern recreation of the famed Type-99 Machinegun, fielded by the Mitsubishi Zero during WWII. The choice of the Type-99 as the base action for this enchanted firearm was a sop to ultra-nationalist, right wing elements within the JSDF rather than a pragmatic choice. Superior 21st Century engineering and arcana-tech touches distinguish the (wo)man-portable AW Superheavy from its aircraft mounted predecessor. In addition, many young Assault Witches hand scratch the principles of the modern, technically pacifist self defense forces into the heavy wooden stock in a silent rebuke of the weapon's dark history.

The Assault Witch Superheavy is a **+2 courageous Type-99 Machinegun of infinite ammunition**. One such weapon is commonly issued to each Assault Witch wing, or more if the mission calls for extraordinary firepower.

Construction
Requirements Craft Magic Arms and Armor, *infinite ammunition*, *shield of faith*
Cost 6,750 gp (DC 24)

BALLISTIC EXORCIST

Aura strong conjuration **CL** 10th
Slot weapon **Price** 10,000 gp (DC 26) **Weight** 8 lbs
Ballistic Exorcist is a specially modified Uzi, decorated with pink chrome insets on the grip, sides and along the barrel of the submachine gun.

Ballistic Exorcist is a **+1 undead-bane ghosttouch Uzi of endless ammunition.** Though expensive, these weapons are often used paired. These weapons provide the wielder with the Greater Two Weapon fighting feat when used paired.

Construction
Requirements Craft Magic Arms and Armor, *minor creation, planeshift, summon monster I*
Cost 5,000 gp (DC 23)

BEAUTY KNIVES

Aura faint transmutation **CL** 5th
Slot hands **Price** 30,000 gp (DC 30) **Weight** neg.
Imagine a blade that cuts as sharply as a beautiful woman's rejection. Imagine a blade that only becomes more ornately decorated with each drop of blood it spills. Now imagine five of those blades on each hand, hiding in plain sight.

Beauty Knives are a set of magical ceramic nail extensions, as ornately and expensively decorated as anything you'll ever find in a Roppongi club. A mental command transforms the long artificial nails into deadly weapons. Each time the Beauty Knives are used to commit murder, their decoration changes slightly, but is always highly fashionable.

When transformed into mystic knives, the Beauty Knives are treated as **masterwork daggers**. The Beauty Knives are considered magic weapons for the purpose of overcoming damage reduction. The wielder is always proficient with the Beauty Knives, and they cannot be sundered or disarmed.

Unlike conventional knives, the wearer uses his or her CHA modifier as a bonus on attack rolls and damage with the Beauty Knives. Extending or retracting the Beauty Knives is a free action.

Construction
Requirements Craft Magic Arms and Armor, *keen edge*
Cost 15,000 gp (DC 27)

BEAUTY'S DISSECTION

Aura strong transmutation **CL** 12th
Slot weapon **Price** 38,000 gp (DC 31) **Weight** negligible
This strangely ornate scalpel has an unnaturally long, delicately curving handle and a nearly monomolecular blade edged in golden tracery.

Beauty's Dissection is a **+3 beauty killing scalpel.** It can be used for medicine (especially cosmetic procedures) as well as killing; the wielder receives a competence bonus equal to the patient's CHA modifier when the Beauty's Dissection is used in surgery.

Construction
Requirements Craft Magic Arms and Armor, *baleful polymorph*
Cost 19,000 gp (DC28)

BEETHOVEN'S VIOLA

Aura faint conjuration and enchantment **CL** 5th
Slot weapon **Price** 42,500 gp (DC 31) **Weight** 4 lbs
This Viola has a slender body carved from darkest mahogany, with gleaming brass fixtures and golden strings. The bow is etched with musical notation on a nearly microscopic scale.

Beethoven's Viola is a **+3 Merciful Viola.** The Viola's wielder can cast *calm emotions* at will while wielding this weapon.
Construction
Requirements Craft Magic Arms and Armor, *calm emotions, cure light wounds*
Cost 21,250 gp (DC 28)

BISHAMON'S IRON TOWER SPEAR

Aura strong transmutation **CL** 15th
Slot weapon **Price** 58,000 gp (DC 32) **Weight** 12 lbs
This massive spear is made of black steel so dark it gleams almost blue. Its base is shaped like a Buddhist shrine, and the wide, leaf shaped steel blade is inscribed with a lotus blossom.

Bishamon's Iron Tower Spear is a **+2 courageous long spear.** The wielder of the spear can become living metal, as the spell *Iron Body* for up to 15 minutes per day, as a move equivalent action. The duration need not be consecutive, but must be taken in 1 minute increments.

Special: This is a Fukujin magic item, dedicated to Bishamon. See the "Full Fukujin" sidebar.
Construction
Requirements Craft Magic Arms and Armor, Heroism, Iron Body, Remove Fear
Cost 29,000 gp (DC 30)

BISHAMON'S LEGALISTIC BLADE

Aura moderate evocation **CL** 16th
Slot weapon **Price** 58,000 gp (DC 32) **Weight** 3 lbs
This uniquely proportioned, extremely long katana-like weapon has an intricately patterned blade of blue steel. Its eel-skin hilt is inscribed with incredibly tiny, cramped writing detailing Japan's earliest legal codes.

Bishamon's Legalistic Blade is a **+4 axiomatic katana.** While wielding or carrying the Legalistic Blade, a character gains a comprehensive legal education, receiving a +10 bonus on Knowledge (civics) checks and Profession (lawyer or similar) checks as well as Sense Motive checks made in a courtroom setting.

Special: This is a Fukujin magic item, dedicated to Bishamon. See the "Full Fukujin" sidebar in *Black Tokyo's Unlimited Edition.*
Construction
Requirements Craft Magic Arms and Armor, *order's wrath, zone of truth*, creator must be lawful
Cost 29,000 gp (DC 30)

BLACK BULLET

Aura moderate illusion **CL** 9th
Slot weapon **Price** 23,500 gp (DC 29) **Weight** 2 lbs
The Black Bullet is a school girl's weapon. Upon command, the sleek Glock semi-auto pistol becomes a stitched black insignia adorning a girl's beret or school uniform. The strangely fashionable weapon radiates an almost palpable arrogance.

The Black Bullet is a **+1 glamered Glock 17.** In its glamered state, the weapon has no weight or mass and becomes part of the decoration on a school uniform. It can only be commanded to assume glamered form by a wielder who is also wearing a school uniform or similar attire.

Those wounded by the Black Bullet, must succeed at a DC 11 WILL Save or be affected as if by *demean* for 9 minutes. Successfully saving renders the creature immune to the effects of the Black Bullet for 24 hours.

Special If wielded by a character wearing an enchanted school uniform, the impromptu armor's enchantment bonus is added to the base WILL Save DC of the weapon's *demean* effect.
Construction
Requirements Craft Magic Arms and Armor, *demean, disguise self, magic aura.*
Cost 11,750 gp (DC 26)

BLACK CUPID

Aura strong enchantment and evocation **CL** 15th
Slot weapon **Price** 266,000 gp (DC 37) **Weight** 3 lbs
This doubly curved longbow is made from jet black wood and has a length of nearly seven feet from tip to tip. The bow's ebony wood swoops in dramatic, wavelike crests that seem vaguely organic.
Any arrow notched to this bow is covered in a black sheen, like oily shadows or graphite winds. Those killed by these arrows are marked by black tendrils of intense necrosis that form around the wounds within seconds of death.

The Black Cupid is a **+3 pleasuring burst composite longbow.** Most composite longbows of this type are set for a +2 STR modifier, though this may vary a little from bow to bow. A creature struck by an arrow fired by the Black Cupid must succeed at a DC 20 WILL Save or begin masturbating uncontrollably for 1d4+1 rounds; a successful save reduces this duration to a single round. Aside from the details of the action, this effect functions identically to the spell *irresistible dance*.

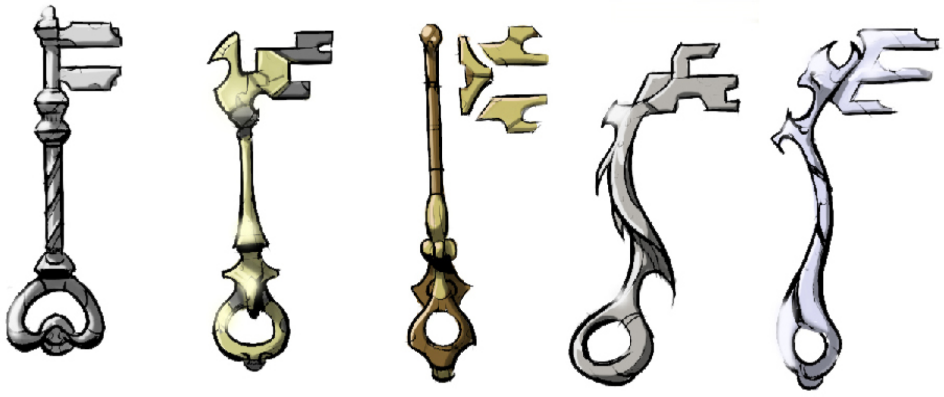
Construction
Requirements Craft Magic Arms and Armor, *deadly pleasures, irresistible dance*
Cost 133,00 gp (DC 35)

BLADE OF THE DRAGON KING

Aura moderate transmutation **CL** 10th
Slot weapon **Price** 63,500 gp (DC 32) **Weight** 2 lbs
This massive, wedge-shaped temple sword has a blade forged from *water-steel*, a mystical element that cuts like the finest katana but weighs little more than rain itself. The water-steel blade continually churns and swirls, like the sea itself, but always maintains its razor edge. The long, swooping hilt, guard and pommel are decorated to resemble a fabulous sea-dragon, and is lacquered in shades of blue, green and aquamarine and inlaid with silver and mother of pearl. The hilt, guard and pommel are the only true metallic, truly physical portions of this enchanted blade.

The Blade of the Dragon King is a **+2 keen, dragon-bane temple sword of speed.** The wielder may fight underwater with this weapon at no penalty, while the weapon is wielded in hand, the wielder gains the Amphibious special quality.

Construction
Requirements Craft Magic Arms and Armor, *keen edge, haste, summon monster I,* creator must be a Dragon or a Sorcerer of the Draconic bloodline (or similar creature)
Cost 31,750 gp (DC 30)



BLADECHARMS (VARIOUS)

Aura various **CL** various
Slot none **Price** varies **Weight** negligible
Beautiful and bright little charms can be fitted to a small silver chain dangling from the hilt of a *Bladekey*, transforming the weapon's design dramatically and offering new powers.

Affixing or removing a Bladecharm is a full round action. The Bladekey's wielder can apply the effect of one Bladecharm per five character levels (maximum 4 charms at 20th level). Each Bladecharm applies an additional magic weapon quality, and change the weapon's appearance in a way that reflects the power granted. (For instance: a Bladekey made *vorpal* takes on a threatening, guillotine-like design, a Bladekey made *flaming* grows bright red and orange draconic scales.)

You may construct a Bladecharm for virtually any magical weapon property. Bladecharms have construction costs and purchase prices equal to .75 (or ¾) of the standard magical weapon property when applied permanently to a weapon. The fact the Bladecharm is useless without a matching *Bladekey* is a trade-off for flexibility.

Construction
Requirements Craft Magic Arms and Armor, various spells

BLADEKEY

Aura moderate illusion **CL** 10th
Slot weapon **Price** 36,750 gp (DC 30) **Weight** 5 lbs
These exotic longswords have an intricately carved and painstakingly sculpted edge that has all the tines and complex curving, swooping arches of an archaic key. The hilt and guard are equally ornamental. A word from the wearer, and this exotic and beautiful blade becomes a big, vaguely archaic house key on a bright and colorful charm-chain or decorative silk ribbon. Style and coloration vary wildly, but are always impressively executed.

The Bladekey is a **+2 allying, glamered, keen longsword.** While wielding the Bladekey in hand, the wearer can cast *knock* at will. While in it's glamered keychain from, the Bladekey has negligible weight.

Construction
Requirements Craft Magic Arms and Armor, *disguise self, keen edge, knock*
Cost 18,375 gp (DC 28)

BLUE HELLFIRE PISTOL

Aura strong conjuration and evocation **CL** 14th
Slot weapon **Price** 27,000 gp (DC 29) **Weight** 7 lbs
This massive pistol uses a Desert Eagle action, and is clad in additional layers of heavy steel. The pistol looks like an ebony box with a trigger and stock at one end, and a barrel large enough to pass a .50 caliber round. Vents near the front hiss cobalt steam. An enormous crucifix forged from blue platinum decorates the long barrel. When the massive hand cannon fires, blue flame the color of butane belches from the barrel and stabilization vents.

The Blue Hellfire Pistol is a **+2 Disrupting, Flaming Burst Desert Eagle.** Advances in both technology and occultism have allowed the pistol to receive the Disrupting property, normally reserved for blunt melee weapons.

Construction
Requirements Craft Magic Arms and Armor, *flame strike, heal, true strike*
Cost 13,500 gp (DC 27)

BUSTY STAVE

Aura moderate transmutation **CL** 10th
Slot weapon **Price** 59,200 gp (DC 32) **Weight** 3 lbs
This gnarled oak staff is tightly laced and woven with grape vines, and the head curls in on itself almost resembling an impressionistic sketch of a woman's shapely breast. The glowing aquamarine stone that serves as the staff's orb of power is positioned as if it were the nipple in this sketch.

The Busty Stave is a **+3 Orb Stave.** While wielding the Busty Stave in hand, the character can choose to enhance any spell with the Busty descriptor she casts in one of two ways. She makes the choice at the moment of casting. The character can either increase the Busty spell's saving throw DC by +2, or she may choose to make the Busty spell *quickened* without increasing the spell's level.

Special: Only female creatures with the Busty Extreme trait may use this Stave to full effect. Women without the Busty Extreme trait treat the Busy Stave as a masterwork Orb Stave instead. Male characters cannot fire the Stave.
Construction
Requirements Craft Magic Arms and Armor, creator must possess the Busty Extreme trait, *world of buxom*
Cost 29,600 gp (DC 30)

CATGIRL'S GUITAR

Aura faint enchantment **CL** 3rd
Slot weapon **Price** 2,750 gp (DC 20) **Weight** 2 lbs
Lots of Nekomusume have the charm and passion to play music, but only a lucky few are either free to pursue their dreams, or have kind masters that encourage their musical experimentation. A Catgirl's Guitar is a decent beginner's Gibson. It doesn't look too unusual, except for the cute little tuning pins that are shaped like little cat faces.

The Catgirl's Guitar is a **+1 kawaii rocker.** While wielding the Catgirl's Guitar, a Nekomusume or other feline creature gains a +1 competence bonus on Perform (stringed) checks and one extra round of Bardic Performance per day. Non-Nekomusume characters do not get this secondary benefit.

Construction
Requirements Craft Magic Arms and Armor, creator must have the *bardic performance* class feature
Cost 1,375 gp (DC 19)

CHALLENGING MICROPHONE

Aura strong abjuration **CL** 11th
Slot weapon **Price** 57,500 gp (DC 32) **Weight** 1 lb
This expensive wireless microphone is sheathed in blood red plastic with a silvery cap and long, whip antenna. Voices resonate and echo faintly when transmitted through this microphone, but in a way that makes the songs paradoxically stronger and more ethereal….if you can master your voice enough to take full advantage of it. An Idol Singer who truly masters a Challenging Microphone is a genuine master of her craft.

The Challenging Microphone is a **+2 human-bane golden microphone.** The Challenging Microphone is difficult to master, and imposes a -5 luck penalty on Perform (sing) checks made with it, including such checks made in combat.

However, while the Challenging Microphone is in hand, the wielder gains Spell Resistance 23 against bardic spells and spell-like abilities that duplicate bardic spells. If the wielder ever rolls a natural 20 on a Perform (sing) check with the Challenging Microphone, this Spell Resistance increases to SR 28 for one minute; during this time the penalty on Perform (sing) checks is nullified.

Construction
Requirements Craft Magic Arms and Armor, *summon monster I, spell resistance*
Cost 28,750 gp (DC 29)

CHILD KILLER

Aura strong evocation **CL** 12th
Slot weapon **Price** 56,000gp (DC 32) **Weight** 2.5 lbs
This jet black pistol is freezing cold to the touch. The textured leather grips are tanned from the hides of missing children, and burns hot when this vile weapon is fired in anger. It is forged in foundries deep within the Black Else, custom-built for extremely wealthy and sadistic oni-lords and Amakaze.

The Child Killer is a **+4 child-bane, unholy advanced 9mm.** The weapon's bane property activates when the weapon is used against any character in the child age category, or any character with any trait or feat with Loli in the name.

Construction
Requirements Craft Magic Arms and Armor, *summon monster I, unholy blight,* creator must be evil
Cost 28,000 gp (DC 29)

CHOPPER OF AVERAGE GIRLS

Aura moderate necromancy **CL** 5th
Slot weapon **Price** 22,500 gp (DC 29) **Weight** 3 lbs
This matte-black carbon steel chef's cleaver has a blood red maker's mark laser cut and enameled into the blade, resembling a sketch of a decapitated woman's head on a platter. These modern butcher's blades are commonly sold as a set with the *Chopper of Glamorous Women,* and both occult blades are common at the Ukemochi Ranch and other exclusive cannibal restaurants.

The Chopper of Average Girls functions as a **+1 handaxe.** The wielder can use the *cannibal processing* spell up to three times per day, but only if the deathblow against the creature was struck with the Chopper. Wielding or carrying the Chopper grants a +5 competence bonus on Profession (chef) checks to prepare cannibalistic dishes.

Construction
Requirements Craft Magic Arms and Armor, *cannibal processing*
Cost 11,250 gp (DC 26)

CHOPPER OF GLAMOROUS WOMEN

Aura strong transmutation **CL** 12th
Slot weapon **Price** 130,100 gp (DC 35)
Weight 3 lbs
This chef's cleaver closely resembles the *Chopper of Average Girls*, which it often sold alongside, save that the blade is longer and heavier. The maker's mark is more grim and elaborate, depicting the disemboweled and emptied corpse of a nude woman, trussed and prepared for the fires.

The Chopper of Glamorous Women functions as a +3 beauty killing handaxe. The wielder can use *cannibal processing* at will, but only if the deathblow against the creature was struck with the Chopper. Wielding or carrying the Chopper grants a +15 competence bonus on Profession (chef) checks made to prepare cannibalistic dishes.

Construction
Requirements Craft Magic Arms and Armor, *baleful polymorph, cannibal processing*
Cost 65,050 gp (DC 32)

CRUCIFIX ANNIHILATUS

Aura moderate divination **CL** 14th
Slot weapon **Price** 57,500 gp (DC 32) **Weight** 45 lbs
This unwieldy weapon is a baroque golden crucifix wrapped around a marble shod, rare-earth alloy and tungsten alloy core, powering a prototype railgun of enormous destructive power. The Cruficix Annihilatus floats, via magnetic repulsion, an arm's length from the wielder and fires upon targets he or she designates. (Firing the weapon by vocal command is a standard action.)

The Crucifix Annihilatus is a **+4 allaying sniper railgun of distance.** This extremely long range weapon has a range increment of over 2,400 ft, thanks to its onboard enchantments.

Construction
Requirements Craft Magic Arms and Armor, *clairvoyance/ clairaudience, magic weapons*
Cost 28,750 gp (DC 29)

DAIKOKUS BLADE

Aura strong universal **CL** 17th
Slot weapon **Price** 331,000 gp (DC 28) **Weight** 2 lbs
This wakizashi was forged in honor of fat and prosperous Daikoku, one of the Seven Gods of Good Fortune. The blade's tang is stamped with an image of a mallet and a mouse, symbols of the jolly god.

Daikoku's Blade is a **+2 wakizashi of haste.** In addition, anytime the wielder confirms a critical hit, he or she makes a second confirmation roll. If this second confirmation roll is also a hit, the wielder receives the Windfall feat, as a shower of golden *ryo* coins explode from the wakizashi's flashing blade.

Special: This is a Fukujin magic item, dedicated to Daikoku. See the "Full Fukujin" sidebar.
Construction
Requirements Craft Magic Arms and Armor, *haste, wish*
Cost 165,500 gp (DC 36)

DEATH ARTISTS BLADE

Aura moderate divination **CL** 10th
Slot weapon **Price** 12,900 gp (DC 26) **Weight** 1 lb
The Death Artist's Blade is a smoky black carbon fiber chef's knife, often wielded by oni-trained girl-chefs who pride themselves on slaughtering their meat with a single decisive and humane stroke. These weapons are sometimes sold in a matched set with the two gynophagic *Choppers* described previously.

The Death Artist's Blade is a **+1 keen, stalking dagger.** When used to prepare cannibalistic dishes, it provides a +3 competence bonus on Profession (chef) checks.

Construction
Requirements Craft Magic Arms and Armor, *hunter's edge keen edge, true strike*
Cost 6,450 gp (DC 24)

DEADLY FRENCH VIOLA

Aura strong conjuration and necromancy **CL** 18th
Slot weapon **Price** 75,000 gp (DC 33) **Weight** 22 lbs
This massive and heavy grand viola is assembled from dark oak and bloodstained steel recovered from an ancient, Revolution-era guillotine. The neck is stamped with a tiny metal plate depicting the French tri-color. The sounds produced by this viola are sharp and resonant, like steel scraping against steel.

The Deadly French Viola is a **+2 keen, vorpal grand viola.** The Deadly French Viola automatically confirms critical hits when used as a Superior Musical weapon (meaning when substituting a Perform check for an attack roll).

Construction
Requirements Craft Magic Arms and Armor, *circle of death, keen edge*, creator must possess 10 ranks in Perform (stringed instruments) and speak/literate in French
Cost 37,500 gp (DC 30)

DEBA BOCHO

Aura strong transmutation **CL** 10th
Slot none **Price** 7,600 gp (DC 25) **Weight** 1 lb
Deba bocho are a type of Japanese kitchen cleaver with a shovel-shaped blade, primarily used to cut the heads off fish. The magical versions of these blades have an even sharper edge.

The Deba Bocho is a **+1 keen, mighty cleaving dagger.** It also provides the owner with a +4 bonus on Profession (chef) checks if he primarily prepares either fish or occult dishes.

Construction
Requirements Craft Magic Arms and Armor, *divine power, keen edge*
Cost 3,900 gp (DC 23)

DEFENDING HEART

Aura moderate abjuration **CL** 9th
Slot weapon **Price** 13,600 gp (DC 27) **Weight** 1.5 lbs
This heavy walnut and silver magic wand is topped with a golden and ruby shield adorned with a proud heart crest.

The Defending Heart is a **+3 allying, defending heart wand.** The wielder receives a +4 competence bonus on Knowledge (tactics) checks while carrying or wielding this weapon.
Special: Only female creatures can wield this magic weapon.
Construction
Requirements Craft Magic Arms and Armor, *magic weapon, shield of faith*
Cost 6,800 gp (DC 24)

DEMON NURSES SAW

Aura strong necromancy **CL** 10th
Slot weapon **Price** 40,000 gp (DC 31) **Weight** 5 lbs
This strange weapon is only wielded by the Black Else's most sadistic oni, especially those with a calling toward mutilation and medical fetishes. The Demon Nurse's Saw resembles a bastard combination of a claymore and a surgical bone saw. The heavy blade splits in twain midway up, with the lower cutting edge becoming a hacksaw like blade. No matter how much gore the Demon Nurse's Saw is dipped in, it remains pristine and smells of hospital antiseptic.

The Demon Nurse's Saw is a **+3 wounding great sword.** When the Demon Nurse's Saw scores a confirmed critical hit against a living target with a reasonably normal anatomy, the hacksaw blade vibrates like an industrial saw, savaging the victim and gouging out organs. The victim suffers a -6 penalty to a randomly chosen ability score, as if by *Bestow Curse.*

Construction
Requirements Craft Magic Arms and Armor, *bleed, bestow curse*
Cost 20,000 gp (DC 28)

DEMON SQUEEZER

Aura moderate evocation and law **CL** 10th
Slot none **Price** 35,000 gp (DC 30) **Weight** 10 lbs
One tine of this steel mancatcher is wrapped in black silk, the other gilded with intricate knots of gold. Buddhist holy sutras are etched into the haft, accentuated by golden paints.

The Demon Squeezer is a **+3 axiomatic mancatcher.** Its enhancement bonus applies to CMB checks made with this weapon, as well as to the STR Check DC to break the weapon. The Demon Squeezer can resize itself automatically, allowing it to be successfully used against Small, Medium, Large and Huge non-good Outsiders. Against targets who do not meet this description, the mancatcher is set for use against Medium sized targets.

Construction
Requirements Craft Magic Arms and Armor, *order's wrath*
Cost 17,500 gp (DC 28)

DOUJINISHI'S PAINTBRUSH

Aura faint evocation **CL** 3rd
Slot weapon **Price** 7,000 gp (DC 24) **Weight** ½ lb
Doujinishi are living works of art and imagination, and the boldest adventurers of their race wield enchanted paintbrushes as a symbol of their artistry. This weapon resembles a large sable brush with a silky brush that glows as bright as a lantern, and is wielded like a magic wand.

The Doujinishi's Paintbrush is a **+1 cute wand** that fires bolts of colorful force. Doujinishi's Paintbrush receives a cumulative +1 bonus on attack and damage rolls for every four ranks the wielder has placed into Craft (visual arts).

Three times per day, the wielder can use *color spray* as a 3rd level sorcerer; the spell's saving throw DC is increased by the wielder's ranks in Craft (visual arts).

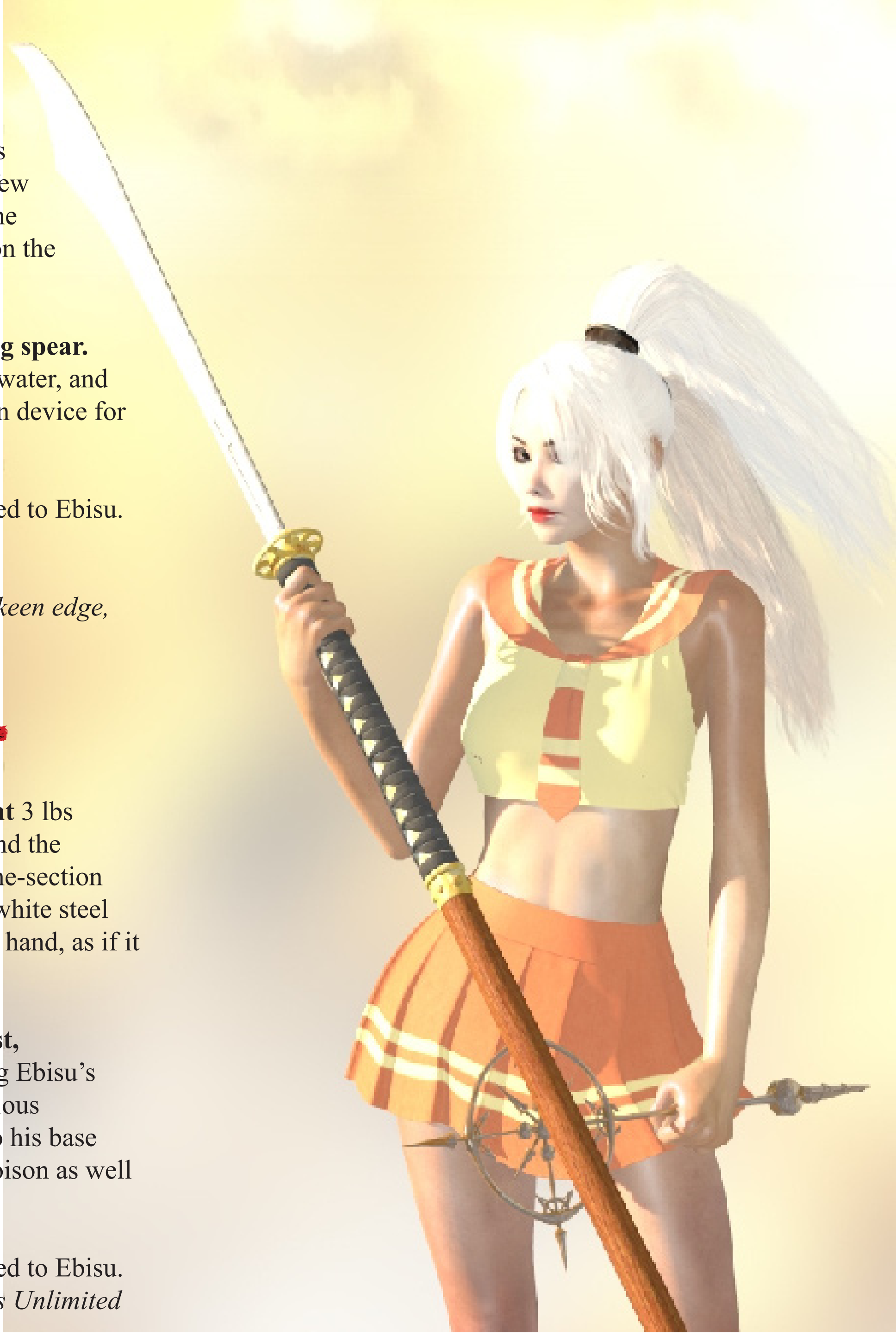
Special: Only female characters can normally use this magic item, but Doujinishi of either gender may use this magic item.
Construction
Requirements Craft Magic Arms and Armor, creator must be a Doujinishi, *color spray*
Cost 3,500 gp (DC 22)

EBISUS HARPOON

Aura faint conjuration **CL** 9th
Slot weapon **Price** 11,000 gp (DC 26)
Weight 4 lbs
This long steel harpoon could be any of the gas powered, razor tipped projectiles fired by the few Japanese whalers still in business, except for the gilded icon of the Lucky God, Ebisu, painted on the spear point.

Ebisu's Harpoon is a **+3 keen animalbane long spear.** Though solid steel, Ebisu's Harpoon floats on water, and cannot sink. It can easily be used as a floatation device for stranded sailor.

Special: This is a Fukujin magic item, dedicated to Ebisu. See the "Full Fukujin" sidebar.
Construction
Requirements Craft Magic Arms and Armor, *keen edge, summon monster I*
Cost 5,500 gp (DC 24)



EBISUS MANY TENTACLES

Aura moderate evocation **CL** 12th
Slot weapons **Price** 152,000gp (DC 35) **Weight** 3 lbs
Ebisu is a patron of the sea and its creatures, and the boneless jellyfish is his sacred animal. This nine-section whip is made from an unusually supple, milk-white steel that seems to twist and contort in the wielder's hand, as if it were boneless flesh rather than metal.

Ebisu's Many Tentacles is a **+1 corrosive burst, countering nine-section whip.** While wielding Ebisu's Many Tentacles, a character gains the Amphibious racial quality, as well as a Swim speed equal to his base landspeed. The wielder becomes immune to poison as well as Bludgeoning damage.

Special: This is a Fukujin magic item, dedicated to Ebisu. See the "Full Fukujin" sidebar in *Black Tokyo's Unlimited Edition.*
Construction
Requirements Craft Magic Arms and Armor, *acid arrow, beast shape IV, cat's grace*
Cost 76,000 gp (DC 33)

EDUCATIONAL NAGINATA

Aura moderate evocation **CL** 7th
Slot weapon **Price** 15,600 gp (DC 27) **Weight** 9 lbs
In 1912, the Japanese school system made training with the naginata- traditionally a woman's weapon- mandatory for female students for the purposes of 'moral and physical' development. These impressive pole arms have a long white-oak shaft, with the name of a Japanese middle school of the period and the years 1912, 1913, or 1914, commemorating the weapon's date of construction burned midway up the shaft.

The Educational Naginata is a **+1 axiomatic naginata.**

As part of an attack action made with the weapon, the wielder may choose to benefit from either a *bull's strength* or *owl's wisdom* effect, which has a 7 minute duration. If the attack roll results in a confirmed critical hit, the wielder can choose to benefit from both spells for this duration, or one spell for 14 minutes. This ability can be used once per day.

Special: Only female creatures with a lawful alignment can wield this weapon; all other characters treat it merely as a masterwork naginata.
Construction Craft Magic Arms and Armor, *bull's strength, order's wrath, owl's wisdom*
Requirements
Cost 7,800 gp (DC 25)

EVERYSUMMER MICROPHONE

Aura faint transmutation **CL** 5th
Slot weapon **Price** 12,750 gp (DC 26) **Weight** 1 lb
The Everysummer Idols sometimes gift especially bold young idol singers, one with a particularly fierce spirit, one of these enchanted microphones in hopes that she'll be able to protect her less bold band-mates from the horrors of the Tokyo night. An Everysummer Microphone is a silvery-grey wireless microphone with a long decorative tail, woven from rainbow colored thread.

The Everysummer Microphone is a **+2 allying, merciful silver microphone.**

Construction
Requirements Craft Magic Arms and Armor, *cure light wounds, magic weapon*
Cost 6,375 gp (DC 24)

EXECUTIONERS BOLT, BASIC

Aura moderate conjuration **CL** 8th
Slot weapon **Price** 2,600 gp (DC 21) **Weight 5 lbs**
The Ukemochi Ranch issues these enchanted weapons to senior butchers, during peak seasons for cattle girl-meat. It is distinguished from ordinary captive bolt guns by the diagonal yellow and black hazard striping on the butt stock. Each weapon is individually numbered, and the Ukemochi Ranch uses sign-out procedures to prevent theft or loss.

The Basic Executioner's Bolt is an **anthro-bane captive bolt gun.** Unlike other magical weapons, and in a specific exception to the general rule that magic weapons must be given an enhancement bonus before any other special abilities, this weapon has no enhancement bonus to hit or damage.

Construction
Requirements Craft Magic Arms and Armor, *summon monster I*
Cost 1,300 gp (DC 18)

EXECUTIONERS BOLT, SUPERIOR

Aura moderate conjuration and transmutation **CL** 10th
Slot weapon **Price** 6,600 gp (DC 24) **Weight** 8 lbs
This heavy-duty captive bolt gun is issued and utilized similar to the Basic Executioner's Bolt. It is painted in diagonal red and black stripes, and weapons-issue is even more tightly controlled by the company than the Basic version.

The Superior Executioner's Bolt is a **+1 anthro-bane, keen heavy captive bolt gun.**

Construction
Requirements Craft Magic Arms and Armor, *keen edge, summon monster I*
Cost 3,300 gp (DC 22)

EXPELLING SCISSORS

Aura moderate abjuration **CL** 5th
Slot weapon (pair) **Price** 80,640 gp (DC 33) pair
Weight 3 lbs
Why wield a weapon that makes sense, when you can score some style points? Expelling Scissors are gigantic, razor edged scissor blades made from gleaming, glittering orange steel. The weapon can break apart (or unify) at the pivot, transforming into either a single heavy blade or a pair of single-edged scissors.

Expelling Scissors are treated as being a paired set of **+2 keen butterfly swords.** If they are wielded as a combined weapon, treat the resulting weapon as a single **+3 keen butterfly sword** instead.

When the Expelling Scissors make a successful melee attack against a character wearing any School Uniform with magical properties, the Scissors make a targeted *dispel magic* check against the item's caster level (DC 11+ the item's caster level), using the Scissor's caster level. If the check is successful, the school uniform's magical properties are suppressed for one minute. A second successful attack and successful *dispel* check made during this time completely destroys the magical school uniform. If the Expelling Scissors are wielded as a combined weapon, they receive a +2 bonus on the *dispel* check.

Construction
Requirements Craft Magic Arms and Armor, *dispel magic, keen edge*
Cost 40,320 gp (DC 31) pair

EYRINES COLT

Aura faint abjuration **CL** 3rd
Slot weapon **Price** 2,900 gp (DC 21) **Weight** 3 lbs
While their FN P-90 based mystical weapon is the signature killing tool of the Eyrines Sisterhood, its feminist soldiers carry other weapons. The Eyrines Colt is a heavily modified Colt M1911 pistol, recognizable thanks to the feather design carved into the barrel. This is the standard sidearm of the Eyrines Sisterhood, and it equips as many of its soldiers with this mystical gun as humanly (or inhumanly) possible, even if it cannot provide every Sister with a true Eyrines 5.76mm SMG.

The Eyrines Colt is a **+1 Colt M1911 pistol.**
When used against any sentient creature who has ever raped another creature, of any species or gender, the Eyrines Colt receives a cumulative +1 holy bonus on attack and damage rolls (maximum +5 bonus).

Construction
Requirements Craft Magic Arms and Armor, protection from evil
Cost 1,450 gp (DC 19)

EYRINES 5.7MM SMG

Aura strong evocation (lawful) **CL** 7th
Slot weapon **Price** 60,750 gp (DC 32) **Weight** 8 lbs
The Eyrines 5.7mm submachine gun is modeled on the Belgian Fabrique Nationale FN P-90. These production line mystical guns have minor cosmetic differences from their prototype, including a more ergonomic butt stock and slightly longer barrel than their Belgian counterparts.

An emblem of a stern-faced winged woman, carrying a sword in one hand and a scourge in the other, a representation of the Greek Furies, is stamped on the weapon's butt stock, and glows with a cobalt radiance when in the presence of evil. Many of Police Section Seven's elite agents and demon hunters use some version of this deadly, anti-supernatural weapon.

The Eyrines 5.7 mm SMG is a **+1 next-gen SMG.**

When used against outsiders as well as any sentient creature who has ever raped another sentient creature, of any species or gender, the Eyrines 5.7 mm SMG uses D12s for its damage dice. Additionally, the Eyrines is especially deadly against serial sexual predators. For every creature the target has ever raped, regardless of species or gender, the Eyrines 5.7mm SMG receives a cumulative +1 holy bonus on attack and damage rolls. There is There is no maximum cap on damage that can be inflicted in this manner, making the Eyrines 5.7mm SMG an ideal weapon for dispatching elder *oni* and human predators.

Construction
Requirements Craft Magic Arms and Armor, *order's wrath*
Cost 30,375 gp (DC 30)

EYRINES GIRLHEART SMG

Aura strong conjuration and evoctation (lawful) **CL** 10th
Slot none **Price** 120,750 gp (DC 34) **Weight** 8 lbs
The Eyrines Girlheart SMG is a refinement and enhancement of the already impressive Eyrines 5.76 mm SMG. These legendarily accurate guns are only issued to the most dedicated, passionate and trustworthy Eyrines Sisters, and are imbued with the soul of a girl.

The Eyrines Girlheart is a **+3 heartseeking Advanced SMG.**

It functions identically to the Eyrines 5.76mm SMG, described above. In addition, the gun can become a serious, Japanese girl of about 13, equipped with the Eyrines 5.76mm SMG for a total of 10 minutes per day. This duration need not be consecutive, but must be spent in one minute increments. If the gun's designated owner, who most be affiliated with the Eyrines Sisterhood and possess at least one relevant feat, spends at least 4 hours a day, practicing, test firing and cleaning and repairing the gun, she may compel it to assume girl form for an additional 20 minutes per day.

Construction
Requirements Craft Magic Arms and Armor, *death knell, order's wrath, personified gun*
Cost 60,375 gp (DC 32)

EYRINES KATANA

Aura moderate abjuration (good) **CL** 5th
Slot weapon **Price** 38,000 gp (DC 30) **Weight** 5 lbs
The Eyrines Katana is a matte black, carbon-steel blade; it resembles a katana of ultra-modern, high tech manufacture. The grip is the same formulation of dense carbon-steel as the blade and is wrapped in textured black synth-leather.

The Eyrines Katana is a **+2 katana.**

When used against any sentient creature who has ever raped another creature, of any species or gender, the Eyrines Katana receives a cumulative +1 holy bonus on attack and damage rolls (maximum +10 bonus).

Construction
Requirements Craft Magic Arms and Armor, *magic circle against evil*
Cost 19,000 gp (DC 28)

EXORCISTS .50 CALIBER

Aura strong conjuration **CL** 14th
Slot weapon **Price** 24,000 gp (DC 29) **Weight** 4 lbs
The Exorcist's .50 Caliber is a heavily modified Desert Eagle designed for hunting demons and undead. Only the strongest, most aggressive and most dangerous Chrysanthemum Seven operatives carry these distinctive hand cannons, instantly recognizable by the silver skull and cross stamped into the grip.

The Exorcists .50 Caliber is a **+2 axiomatic disrupting Desert Eagle .50.** The weapon packs a punch against demons and the undead, but delivers just as strong a punchy to the person firing this cannon. The wielder must succeed at a DC 18 STR check or be knocked backward 5 ft after every shot. The wielder takes falling damage as normal if he slams into an object. If the wielder makes multiple shots (such as using double tap or making a full attack action), the character begins making STR checks at the end of the attack sequence, and thus might fly back far more than 5 ft, depending on the number of shots taken.

If the wielder is braced against an immobile object, he takes 1d4 points of bludgeoning damage, as he is driven partially into the object.

Construction
Requirements Craft Magic Arms and Armor, *heal, order's wrath*
Cost 12,000 gp (DC 26)

FETISH CHAINSAW

Aura moderate conjuration **CL** 8th
Slot none **Price** 12,250 gp (DC 26) **Weight** 10 lbs
Most chainsaws are heavy stainless steel cases built around an even more durable blade, but this one's casing is the cheap plastic of a new action figure. The case is black with hot pink flames and golden panties flying above the fire. This chainsaw's titanium chain has no cutting teeth, just heart-shaped, soft plastic nubs. Tacky is the name of the game.

The Fetish Chainsaw is a **+2 merciful, panty thief chainsaw.** It is treated as being a +3 weapon instead when wielded by a character with the *Otaku* cultural template, or who possesses any trait with *Burasera* in its name.

Construction
Requirements Craft Magic Arms and Armor, *cure light wounds, pilfering hand*
Cost 6,125 gp (DC 24)

FINAL PLEASURE HUNTING RIFLE

Aura moderate conjuration **CL** 8th
Slot none **Price** 55,000 gp (DC 31) **Weight** 7 lbs
The walnut stock of this meticulously assembled hunting rifle is inlaid with an ivory crest in the shape of a woman's splayed vaginal lips. White silk wraps the long barrel and bolt-on telescopic scope.

The Final Pleasure Hunting Rifle is a **+3 animal-bane, human-bane Winchester 94**. When it scores a critical hit against either of its bane targets, in addition to the usual effects of the critical hit, the victim suffers the effects of *Hobbling Orgasm.*

Construction
Requirements Craft Magic Arms and Armor, *hobbling orgasm, summon monster I*
Cost 27,500 gp (DC 29)

FINE OYARI BOW

Aura faint enchantment **CL** 5th
Slot none **Price** 2,100 gp (DC 20) **Weight** negligible
Not technically a magical weapon in and of itself, this violin bow is designed to be used in conjunction with a Viola or Grand Viola, improving the sound and enchantment of the musical weapon. Oyari Roman himself handcrafts these fine bows.

The Fine Oyari Bow is treated as being a **+1 weapon** when used with any Viola or Grand Viola, adding its enchantment bonus to the musical weapon's own. (This will allow a non-magical Viola or Grand Viola to be treated as magical.) This stacks with any existing enchantment bonus on the weapon, to a maximum of +5.

Construction
Requirements Craft Magic Arms and Armor, Perform (stringed) 5 ranks
Cost 1,050 gp (DC 17)

FILTH SPEAR

Aura strong necromancy **CL** 10th
Slot weapon **Price** 74,000 gp (DC 33) **Weight** 2 lbs
This long spear is made from stained greenish-brown bamboo, wrapped with filthy leathers, and topped by a rusting iron spike crudely lashed to the wood. It stinks of shit and rust.

The Filth Spear is a **+3 wounding long spear**. On a critical hit, the victim is affected as if by the spell *Foul Infusion.*
Construction
Requirements Craft Magic Arms and Armor, *bleed, foul infusion*
Cost 37,000 gp (DC 31)

FLEXIBLE VIOLA

Aura moderate transmutation **CL** 10th
Slot weapon **Price** 23,000 gp (DC 29) **Weight** 4 lbs
The Flexible Viola is a masterfully wrought oak violin, accented by multiple heavy brass fixtures at the end of its delicate neck. This viola has nearly a dozen adjustment knobs, where an ordinary violin has only four; its tone and timbre can vary greatly in the hands of a skilled performer.

The Flexible Viola is a **+3 keen viola.** The wielder can decide how much damage inflicted by each of the Flexible Viola's attacks is *slashing* damage and how much is *sonic* damage, but at least one point must be of each type.

Construction
Requirements Craft Magic Arms and Armor, *keen edge,* creator must have 5 ranks in Perform (stringed instrument)
Cost 11,500 gp (DC 26)

FLIGHT HAMMER SKY SWEEPER

Aura faint divination **CL** 10th
Slot weapon **Price** 26,750 gp (DC 29) **Weight** 25 lbs
The Flight Hammer Sky Sweeper is a heavy-duty multi-shot rocket launcher with the same matte black construction and vaguely Cyrillic markings as the associated gauntlets. The Flight Hammer Sky Sweeper has nine launch tubes, arranged in a 3x3 grid.

The Flight Hammer Sky Sweeper is built on the statistical framework of a *wrist rocket*, save that it is a significantly larger 2-handed weapon and holds 9 missiles rather than the 2 missiles typical of a standard wrist rocket.

The Flight Hammer Sky Sweeper is a **+3 guardian wrist rocket of distance**, with the caveats noted above. The weapon has the *guardian* property, which normally can only be placed on melee weapons.
Construction
Requirements Craft Magic Arms and Armor, *clairaudience/clairvoyance, resistance*
Cost 13,375 gp (DC 27)

FLYING NAGINATA

Aura strong transmutation **CL** 15th
Slot weapon **Price** 92,000 gp (DC 34) **Weight** 8 lbs
This long polearm ends in a massive, swordlike blade, decorated with an simple personal mark on the blade's tang. The nagatana's six foot long hilt are a pair of intertwined wooden shafts, of different colors, bound with leather thongs.

The Flying Nagatana is a **+2 dancing naginata**. By sitting astride the nagatana's shaft, like a witch on a broom, the wielder can Fly with a speed of 100 ft (average

maneuverability), for up to 30 minutes per day. The duration need not be consecutive, but must be used in one round increments. Obviously, the Flying Nagatana cannot be used as a weapon while bearing a rider.

Construction
Requirements Craft Magic Arms and Armor, *animate objects, overland flight*
Cost 46,000 gp (DC 31)

FOUR FOOTED NUNCHAKU

Aura moderate transmutation **CL** 5th
Slot weapon **Price** 37,000 gp (DC 31) **Weight** 2 lbs
The shafts of these hardwood nunhcaku are etched with ink-stained images of prowling foxes. The cord binding the wood is blood red.

Four Footed Nunchaku are **+2 dueling nunchaku.** If wielded by a Kitsune, they have an additional property. When the wielder makes a confirmed critical hit with these nunchaku, the wielder may either take a 5 ft step as an immediate action (which does not count against his movement allowance for the round), or shift into fox form, even if observed.

Construction
Requiremets Craft Magic Arms and Armor, *blink, cat's grace,* creator must be Kitsune
Cost 18,500 gp (DC 28)

FOX PAW KAMA

Aura moderate conjuration **CL** 9th
Slot weapon **Price** 22,000 gp (DC 28)
Weight 2 lbs
This simple kama has a swooping, black steel blade and a simple auburn handle made of supple wood softened by decades of use in a hot, sweating hand.

The Fox' Paw Kama is a **+1 ghost touch kama.** As a move equivalent, the wielder can cause the weapon to disappear, and transform into a thickly inked black tattoo of a fox' paw print on the hand the weapon was wielded in. The weapon can be drawn, reappearing in the wielder's empty hand as part of an attack action, as if the wielder possessed the Quick Draw feat.

Construction
Requirements Craft Magic Arms and Armor, *plane shift, summon weapon*
Cost 11,00 gp (DC 26)

FRESHNESS WAND

Aura moderate divination **CL** 6th
Slot weapon **Price** 6,600 gp (DC 24) **Weight** 2 lbs
The Freshness Wand is smooth crystal hand shaped into a gentle curving wand with the graceful curvature of a swan's throat. Freshness Wands come in a myriad of solid, vibrant hues with little inclusions that sparkle in the light- these wands seem to glow with their own inner fire.

The Freshness Wand is a **+2 cute wand of distance.**

Special: If wielded by a character wearing a Freshness Uniform, the Freshness Wand acts as a **+4 cute wand of distance** during the birth month celebrated by the Freshness Uniform.

Construction
Requirements Craft Magic Arms and Armor, *clairvoyance/ clairaudience*
Cost 3,300 gp (DC 22)

FUTANARI'S VIOLA

Aura moderate transmutation **CL** 10th
Slot weapon **Price** 24,000 gp (DC 29) **Weight** 4 lbs
This strange violin is hewn from two woods, of radically different color and texture, giving it a mismatched asymmetrical appearance. One side of the viola is all flowing curves and graceful lines, while the other is as hard-edged as a knife.

The Futanari's Viola is a **+1 gender-bane viola.** It inflicts bane damage against Humanoids, Monstrous Humanoids and Outsiders of a particular gender, which is always the opposite gender of the creature wielding the viola. Bi-gendered creatures or those without defined gender choose a gender to affect while wielding this weapon. Anytime the wielder scores a critical hit in combat with this musical weapon, their own gender is permanently changed.

Construction
Requirements Craft Magic Arms and Armor, *alter self, summon monster I*, creator must have the Futanari trait or a similar trait
Cost 12,000 gp (DC 26)

GASHAPON ARMADA BAG

Aura moderate conjuration **CL** 5th
Slot none **Price** 15,000 gp (DC 27) **Weight** 2 lbs
The Gashapon Armada Bag is a whimsical magical weapon, but is no less deadly a threat for its cartoony, fun exterior. A gashapon armada is created simply, by enchanting a few handfuls of the miniature anime figures and 100 yen toys found in kid's vending machines across Japan. Mystical oils are poured over an assortment of tiny statues, a quick and quiet ritual is spoken, and a specially constructed silk bag is sewn to hold the weapons. When commanded to do so, the finger sized little warriors spring to life, flying unerringly to attack your enemies, steal unguarded baubles and trinkets and perform other minor magical tasks. There are four ways you can use the Gashapon Armada Bag.

Magic Missile (1 charge)
As a standard action, you grab a handful of gashapon and throw them at your adversaries. This functions as a fifth level *magic missile.*

Deliver Touch Spells (1 charge)
As a full round action, you can charge a single gashapon toy with a single spell with a range of touch, and allow the gashapon to deliver the effect. This makes delivering the touch range spell a ranged touch attack with a 50 ft maximum range. The gashapon toy receives a +5 luck bonus on the ranged touch attack roll. If the attack roll fails, the spell is wasted without effect. Using a gashapon in this manner is a full round action which provokes attacks of opportunity.

Telekinesis (1 charge per pound)
You can unleash several gashapon to fly over and lift heavy objects. This functions as *mage hand*, cast by a 5th level wizard. However, there is no maximum weight limit; however, one charge is expended for each pound to be moved. One charge per pound is expended per round.

Summon Monster I or II (1 or 2 charges)
You can expend charges to duplicate the effects of Summon Monster I (one charge)or Summon Monster II (two charges), cast by a fifth level wizard. One of your gashapon toys grows rapidly and fights on your behalf as a 'living' monster.

A newly constructed Gashapon Armada Bag has 50 charges, represented by fifty odd little video game and anime characters stored inside.

Construction
Requirements Craft Wondrous Item, *mage hand, magic missile, summon monster II*
Cost 7,500 gp (DC 25)

GAUNTLETS, BARTENDERS

Aura moderate transmutation **CL** 5th
Slot weapon and hands **Price** 4,500 gp (DC 23)
Weight 2 lbs (set)
These bulky metal fighting gauntlets are forged from pitted, battle-worn red steel riveted to heavy auburn leather gloves and wrist guards.

Bartender's Gauntlets are a pair of **+1 cestus**; both weapons must be worn together, forcing the wielder to fight two handed, for the wearer to receive the weapon's benefit. The wearer receives a +2 competence bonus on disarm and sunder attempts with the weapon, and is treated as possessing the Brew Potion feat while the gauntlets are worn.
Construction
Requirements Craft Magic Arms and Armor, Brew Potion
Cost 2,250 gp (DC 21)

GAUNTLETS, BOMBARDIERS

Aura strong evocation and transmutation **CL** 10th
Slot gauntlets **Price** 29,000 gp (DC 30) **Weight** 3 lbs (pair)
These heavy silver-grey aluminum gauntlets have militaristic lines, like they're some strange component of a combat aircraft. There are blood red accents on the knuckles and near the elbow guards, and usually a military unit insignia and alphanumeric designation on the left gauntlet. Tiny hinged trapdoors, like miniature bomb-bay doors are fit into the palms of each gauntlet.

Once per day, while airborne under her own power (not enclosed in a vehicle of any kind), the wearer can activate the Bombardier's Gauntlets as a swift action. Once activated, the gauntlets remain activated for one round, releasing fiery sparks of energy from the bomb-bay systems within each palm, that fall away beneath and behind the wearer, along the path of her flight.

For the next round, keep track of the wearer's flight path, as land-based or water-based structure and creature along this path becomes the target zone for the mystical bombs released. It takes 1 round for the mystical bombs to fall per 5,000 ft of altitude, though they function much as *fireball*, and detonate prematurely if they strike an intervening creature or barrier.

When the mystical bombs finally impact the ground, they detonate as *fireball*, cast by a 10th level caster. All areas directly below the flight path of the wearer are affected by these bombs.
Construction
Requirements Craft Wondrous Items, *fireball, military flight*
Cost 14,500 gp (DC 27)

GAUNTLETS, FIGHTERS

Aura faint enchantment **CL** 3rd
Slot hands and weapon **Price** 4,800 gp (DC 23)
Weight 2 lbs (pair)
These heavily padded fighting gloves are reinforced with thick red polymer sheathing on the forearms and hardened striking surfaces at the knuckles. They protect the wearer from knuckles to just past the elbows, protected by heavy round impact padding.

The Fighters Gauntlets are a pair of **+1 courageous cestus**, which must be wielded paired. While wearing the Fighter's Gauntlets, the wielder receives a +2 enhancement bonus to his CMB score when making one particular combat maneuver, chosen when the items are first crafted, and symbolized by a glyph on the elbow padding. Typical combat maneuvers enhanced by these items include disarm, grapple and dirty trick.

Construction
Requirements Craft Magic Arms and Armor, *bull's strength, remove fear*
Cost 2,400 gp (DC 21)

GAUNTLETS, FLIGHT HAMMER

Aura faint divination **CL** 8th
Slot weapon and gauntlets **Price** 11,350 gp (DC 26)
Weight 8 lbs (pair)
These heavy, matte black fighting gauntlets include four mini-missile launch tubes on the back of each forearm guard, arranged in a simple square pattern. Odd red glyphs in what looks like a stylized Cyrillic script run the length of each missile tube. Triggers and targeting devices built into each palm-unit allow the wearer to lay down a withering barrage of heavy missile fire.

A character equipped with Flight Hammer Gauntlets is treated as if fighting with a two handed weapon, rather than two individual weapons; she may fire missiles with either gauntlet, without worrying about two weapon fighting or off-handedness penalties. This magic item will not function if both gauntlets are not donned. Flight Hammer Gauntlets have an ammunition load of 8 missiles, rather than the 2 missiles normal for a *wrist rocket*.

The Flight Hammer Gauntlets functions as a **+2 courageous wrist rocket of distance**, with the caveats noted above. The weapon has the *courageous* property, which normally can only be placed on melee weapons.
Construction
Requirements Craft Magic Arms and Armor, *clairaudience/clairvoyance, heroism, remove fear*
Cost 5,675 gp (DC 23)

GENKI CHEM-RAIL

Aura faint divination **CL** 5th
Slot none **Price** 22,500 gp (DC 29)
Weight 32 lbs*

This advanced electro-chemical sniper rifle has a barrel painted in wasp-bright black and yellow hazard colors running the length of its nearly eight foot long barrel.

The Genki Chem-Rail is a **+1 .30 cal anti-vehicle sniper rifle of infinite ammunition**. It responds best to confident (and exhibitionistic) wielders. When nude or revealingly dressed, the wielder may add his or her CHA modifier as an insight bonus on attack rolls with the Genki Chem-Rail, and treats the weapon as if it weighed only 16 lbs.

Construction
Requirements Craft Magic Arms and Armor, *infinite ammunition, true strike*
Cost 11,250 gp (DC 26)

GENKI GUITAR

Aura moderate evocation **CL** 7th
Slot none **Price** 21,200 gp (DC 29)
Weight 3 lbs

This modern electric guitar has a glossy red plastic finish with black and white accents. It's covered with the stickers, that if you know your anime history, are identical to the ones on Kaneda's bike in *Akira.*

The Genki Guitar is a **+2 anarchic rocker.** Once per day, the wielder can use the spell to summon a glowing red moped, which remains in existence for up to 7 hours.

Optional While summoning the moped, the wielder can attempt a DC 25 Perform (stringed) check. If this check is successful the wielder can choose any one of the following benefits for the moped. This benefit remains in place until the moped vanishes. Failure means only an ordinary moped is summoned, and even then only for a maximum of 4 hours. On a natural 1, the Genki Guitar gains the *broken* condition and will not function for 24 hours at which point the *broken* condition is removed automatically.

- Moped gains a +4 dodge bonus to AC and a +2 bonus on REF Saves
- Moped gains 150 ft acceleration
- Moped gains a maximum speed of 800 ft and a non-combat speed of around 100 mph
- Moped gains a Flight Speed of 300 ft (average)
- The Moped acts as a Techno-Amp for the Genki Guitar

VEHICLE: MOPED

Small Land Vehicle
Cost 1,800 gp
Squares 1 (aprox- 5 ft x 5 ft)
AC 11 (+1 size) **Hardness** 5 **HP** 15
Base Save +0

Offense
Maximum Speed 500 ft **Non-Combat Speed** 50 – 60 mph
Acceleration 50 ft
Propulsion gasoline or electric motor
Driving Check Drive
Driving Space atop the vehicle's single seat
Forward Facing facing the front wheel
Decks 1

Construction
Requirements Craft Magic Arms and Armor, *chaos hammer, ghost chassis,* creator must be chaotic
Cost 10,600 gp (DC 26)

GIRL HUNTING TONFA

Aura moderate conjuration (evil) **CL** 8th
Slot Price 70,000 gp (DC 33) **Weight** 2 lbs
The Girl Hunting Tonfa is carried by mercenaries and Yakuza street-criminals serving the Black Else, by rapists indulging their own power fantasies, and corrupt police officers walking lonely patrols in the darkness of Black Japan. The Girl Hunting Tonfa looks like an ordinary police tonfa, but scratched obscenities and phallic graffiti knifed into the weapon's striking surface reveal it for what it is.

The Girl Hunting Tonfa is a **+2 merciful humanbane (female) tonfa.** The Girl Hunting Tonfa's humanbane property only activates when used against human females.

On a confirmed critical hit against a human female, the Girl Hunting Tonfa transforms into a writing mass of rapacious tentacles. The effect is a *black tentacles* spell centered on the woman; during this time, the Girl Hunting Tonfa leaves the wielder's hand and becomes useless. The damage inflicted by the *black tentacles* spell is non-lethal, and the damage stops once the victim is reduced to 0 HP, though the victim remains held by the tentacles until the spell's duration ends.

The user cannot end the black tentacles effect before its duration expires (8 rounds). Each time the Girl Hunting Tonfa activates its *black tentacles* power, the user is considered to have committed rape. As the Girl Hunting Tonfa is mostly plastic, sexual penetration by it is considered lethal for Kijimuna.

Construction
Requirements Craft Magic Arms and Armor, *cure light wounds, summon monster I, black tentacles*
Cost 35,000 gp (DC 30)

GLOVES: GHOSTFIGHTING

Aura moderate conjuration **CL** 9th
Slot hands **Price** 6,000 gp (DC 24) **Weight** negligible
These supple black leather gloves are stitched with grey and silver thread and include a complex protective *ofuda* (cloth prayer strip) sewn into the palm of the gloves.

When worn by a character with either the Improved Unarmed Strike feat or the class feature possessed by both Monks and Combatants, the Ghostfighting Gloves make the wearer's unarmed strike a *magical attack* for the purpose of overcoming damage reduction. The wearer's unarmed strike becomes a **ghosttouch, undead bane weapon**.

Construction
Requirements Craft Magic Arms and Armor, *plane shift, summon monster I*
Cost 3,000 gp (DC 22)

GLOVES: SPARRING

Aura faint conjuration **CL** 10th
Slot hands **Price** 4,000 gp (DC 23) **Weight** negligible
These heavy brownish leather fighting gloves have hard leather wraps twined around the knuckles, and heavy sand filling out their inner spaces, giving the wearer a pretty impressive punch.

When worn by a character with either the Improved Unarmed Strike feat or the class feature possessed by both Monks and Combatants, the Sparring Gloves make the wearer's unarmed strike a *magical attack* for the purpose of overcoming damage reduction. The wearer's unarmed strike becomes a **merciful weapon;** however, unlike typical merciful weapons, the unarmed strike inflicts an additional +2d6 points of non-lethal damage on a successful hit.

On a confirmed critical hit with the Sparring Gloves, the victim must succeed at a FORT Save (DC 15) or become unconscious for 1d6+1 rounds.

Construction
Requirements Craft Magic Arms and Armor, *cure light wounds, sleep*
Cost 2,000 gp (DC 20)

GLOVES, SUEKEBANS

Aura moderate transmutation **CL** 5th
Slot hands and wrists **Price** 1,900 gp (DC 20) **Weight** negligible
These eblow-length, glossy rubber fighting gloves have red stitching and red and orange leather cut outs on the palms; the wrists are protected beneath heavy plastic bands in alternating black and red bands.

While wearing the Suekeban's Gloves, any manufactured melee weapon wielded by the character gains the reach and deadly weapon properties. Weapons with reach have their reach extended by +10 ft; the wielder can still threaten adjacent squares with their weapon.

Construction
Requirements Craft Wondrous Items, *improbable weapon*
Cost 850 gp (DC 17)

GLOVES, TIGERS

Aura faint transmutation **CL** 1st
Slot hands **Price** 2,200 gp (DC 20) **Weight** negligible
These rather tacky fingerless weightlifting gloves have a bold gold and black tiger-stripe pattern.

While wearing these gloves, a Nekomusume or other feline creature (such as a feline Anthro) gains two claw attacks, inflicting damage typical for her size, as primary natural weapon attacks. If she already has claws, their damage increases by one die size. Her claws are considered magical weapons for the purpose of overcoming damage reduction.

Construction
Requirements Craft Magic Arms and Armor, *keen edge*
Cost 1,100 gp (DC 18)

GOLDEN DRAGON BLADE

Aura moderate transmutation **CL** 9th
Slot weapon **Price** 18,750 gp (DC 28) **Weight** 2 lbs
This finely balanced steel wakizashi has been specially heat treated and burnished to give the blade a golden gleam. Scale work decorates the back edge of the blade, and the hilt is wrapped in red dragon hide, with a pommel shaped like a snarling golden dragon with long, regal mustaches.

The Golden Dragon Blade is a **+1 keen shortsword** by default.

- If wielded by a character of any good alignment, it is treated as a **+2 keen shortsword** instead.
- If wielded by a character with the draconic type or subtype, it is gains the **speed** property.
- If wielded by a character who meets both requirements, the Golden Dragon Blade is treated as a **+3 keen shortsword of speed.**

Construction
Requirements Craft Magic Arms and Armor, *keen edge, haste*
Cost 9,375 gp (DC 25)

GORYOHIMES RIBBON

Aura moderate transmutation (blue or purple) strong necromancy (black)
CL 10th (blue or purple), 18th (black)
Slot weapon **Price** 2,600 gp (DC 21) (blue) 18,600 gp (DC 28) (purple) 70,600 gp (DC 33) (black) **Weight** 1 lb
Goryohime's Ribbons are dark silk fighting ribbons made out of mystical steel-cloth. They are graded in lethality according to the colors a woman's face turns as she dies by slow asphyxia: first blue, than purple, finally the black of rot.

When wielded by a Goryohime, all these weapons gain a modified form of the Glammered property as a bonus effect. The Goryohime's Ribbon takes the form of a dark cloth choker, and grants the Goryohime wielder the Quick Draw feat with this weapon.

- Blue Ribbons are **+1 Keen War Ribbons.**

- Purple Ribbons are **+2 Keen, Wounding War Ribbons.** On a critical hit, in addition to the normal effects of the hit, the Purple Ribbons slice the air from the creature's lungs, rendering the victim *staggered* for 1 round.

- Black Ribbons are **+3 Keen, Vorpal War Ribbons.**

Construction
Requirements Craft Magic Arms and Armor, *keen edge* (blue), plus *bleed* (purple), plus *circle of death* (black) creator must be a Goryohime
Cost 1,300 gp (DC 18) (blue) 9,300 gp (DC 25) (purple) 35,300 gp (DC) (black 30)

GORYOHIMES SAXOPHONE

Aura faint evocation and evil **CL** 4th
Slot weapon **Price** 27,000 gp (DC 29) **Weight** 8 lbs
A legendary New Orleans saxophone is passed down the decades and across the world, until it ends up in the hand of a Japanese occultist/musician and enchanted. Subtle skulls are etched into brass knobs and valves, and the mouth piece is the color of charcoal.

The Goryohime's Saxophone is a **+3 Brass Saxophone.** While it is played as a musical instrument or as part of a bardic performance, all allied undead within 60 ft radius gain Channel Resistance +3, while the player herself receives Channel Resistance +4. This trait also applies for one round after a Perform check is made with the Brass Saxophone in combat.

An undead creature wielding or carrying the Goryohime's Saxophone cannot be reduced to below 1 HP by channeled positive energy while in possession of the Saxophone.

Construction
Requirements Craft Magic Arms and Armor, *desecrate,* creator must be a Goryohime
Cost 13,500 gp (DC 27)

GORYOHIMES SCARF

Aura moderate illusion **CL** 10th
Slot neck and weapon **Price** 13,500 gp (DC 27)
Weight 1 lb
This long wool scarf is mostly white with silvery-grey threaded through, like clouds in moonlight. It is always worn tightly around the throat, even when it is wielded in battle. Tiny purple and grey knit skulls dangle from each end of the scarf.

The Goryohime's Scarf is treated as a **+1 Glammered, Ghost Touch, Limning Whip.** It is under a perpetual *glammer* effect, always appearing as an ordinary woolen scarf, even in battle.

While wearing the scarf, any undead wielder receives a +4 bonus on Disguise checks made to pass for human (or the species they were in life). If a Goryohime wears this scarf, she automatically succeeds on Disguise checks made to pass for human and gains Channel Resistance +1.

Construction
Requirements Craft Magic Arms and Armor, *disguise self, fairy fire, false life, magic aura, plane shift*, creator must be a Goryohime
Cost 6,750gp (DC 24)

GOSHAWK SLIP

Aura strong transmutation **CL** 10th
Slot weapon **Price** 110,000 gp (DC 34) **Weight** 25 lbs
Goshawk Slips (named for the US Navy's Goshawk trainer aircraft) are impressive magical weapons provided to rookie Assault Witches to hone their in-air combat abilities and keep them alive until they can master their mystical flight powers. Goshawk Slips are two handed, massive gun

systems, nearly 1.5 meters long, sculpted to resemble the wingless, tail-less cockpit of a next-generation fighter jet.

Small, fast-firing machine guns beneath the sculpted glass 'cockpit' provide firepower, while the miniature thrusters at the aft provide almost as much as a real fighter of the Goshawk Slip's styling.

Young Assault Witches can ride a Goshawk Slip like a traditional witch would ride her broom; there is a sculpted saddle-like depression just aft of the miniature glass cockpit. The weapon can also be carried on a strong Kevlar strap, strung from just fore of the miniature cockpit to just above the thrusters. When firing the weapon, the wielder grips short handles at either end of the plane-like weapon.

The Goshawk Slip is a **+2 courageous, cunning combat shotgun of infinite ammunition**

While holding or wielding the Goshawk Slip as a weapon, the wielder gains a Flight speed of 75 ft (average); while astride the Goshawk Slip, this flight speed increases to 150 ft (good). Changing position on the Goshawk Slip is a move-equivalent action. While astride the Goshawk Slip, it cannot be used as a weapon.

Construction
Requirements Craft Magic Arms and Armor, *heroism, infinite ammunition, military flight, remove fear, true strike*
Cost 55,000 gp (DC 32)

GOTHIC EXORCIST'S GLOVES

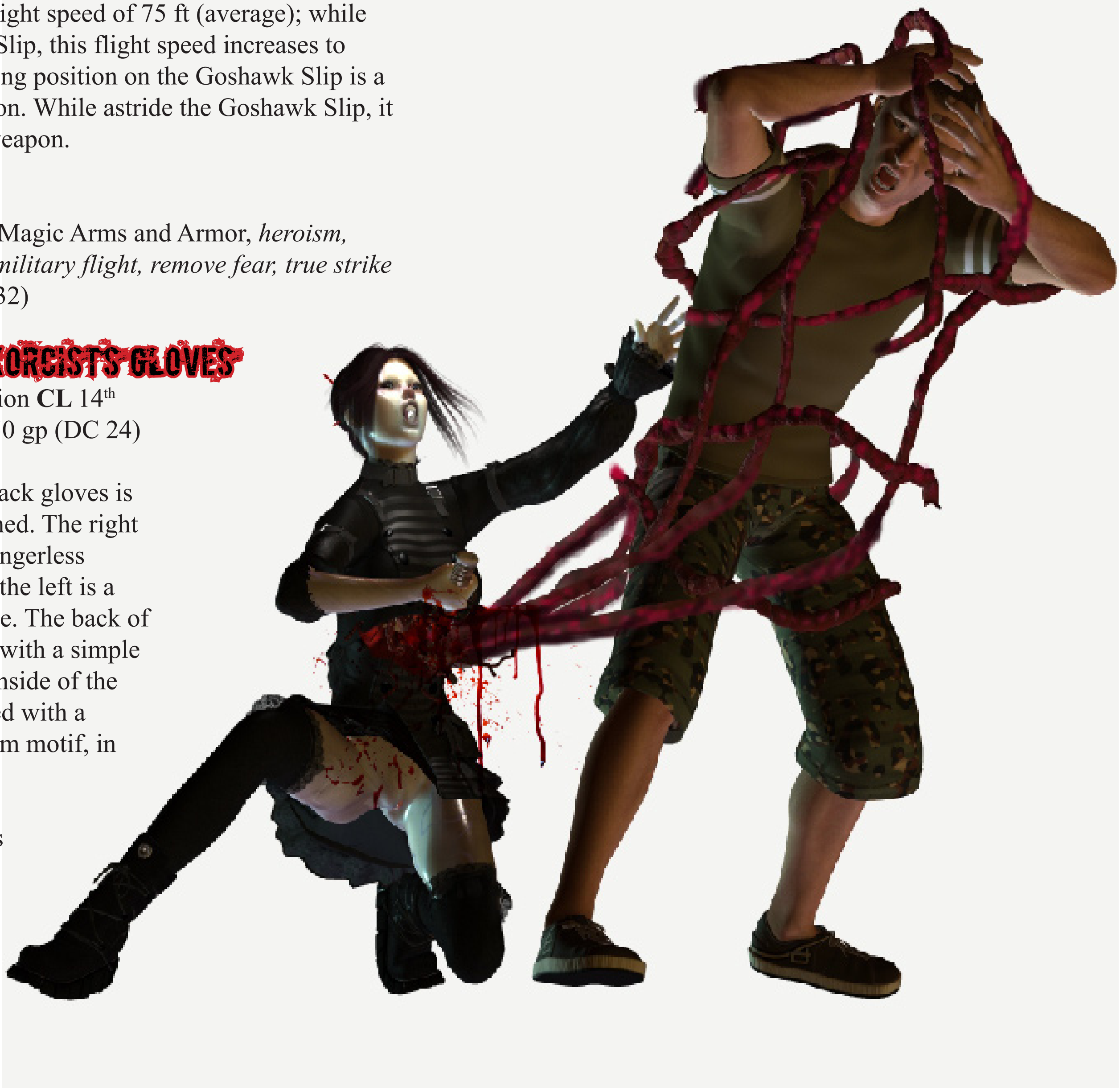
Aura strong conjuration **CL** 14th
Slot hands **Price** 6,750 gp (DC 24)
Weight negligible
This pair of stylish black gloves is fashionably mismatched. The right glove is a jet black, fingerless fighting glove, while the left is a full length opera glove. The back of each palm is stitched with a simple white cross, and the inside of the right palm is decorated with a Buddhist lotus blossom motif, in gold thread.

The Gothic Exorcist's Gloves transform the wearer's unarmed strikes into **+1 disrupting unarmed strikes**- the unarmed strike damage from a character wearing these gloves is considered lethal.

A character who has chosen the Gothic Christian starting trait whom wears these gloves treats them as **+3 disrupting unarmed strikes** instead. A Goryohime who wears these gloves gains channel resistance equal to the Gloves' enhancement bonus.
Construction
Requirements Craft Magic Arms and Armor, *heal*
Cost 3,375 gp (DC 22)

GRAND ORCHESTRAL VIOLA

Aura strong abjuration **CL** 13th
Slot weapon **Price** 44,500 gp (DC 31) **Weight** 22 lbs
A Grand Orchestral Viola is heavy and stout, with a wood frame reinforced with brass fittings and clef marks etched



into the resonating body that glow with a cool, watery blue light. A similar cobalt glow surrounds the bow used to play the instrument.

The Grand Orchestral Viola is a **+2 Grand Viola of Moderate Fortification.** This bonus applies to the Grand Viola's shield feature as well. Once per day, the user can cast *Sanctuary* on herself; attacking with the Grand Viola or using Bardic Performances does not end the *Sanctuary* effect.

Construction
Requirements Craft Magic Arms and Armor, *limited wish, sanctuary*
Cost 22,250 gp (DC 29)

GURO BLADE

Aura moderate conjuration **CL** 8th
Slot weapon **Price** 49,000 gp (DC 31) **Weight** 2 lbs
This well balanced tanto's hilt is strangely sculpted, resembling coiled loops of pinkish-red intestine curled tightly rather than an ordinary sword's hilt.

The Guro Blade is a **+1 wounding tanto.**

As a full round action, the Guro Blade's wielder can draw the weapon across their belly in a gesture similar to the ritual of seppuku. Doing so spills the wielder's steaming guts out, where these loops of bloody intestine lengthen to incredible distances. This creates an area of *black tentacles* in a 60 ft cone directly in front of the wielder. In addition to constriction damage, creatures grappled by the tentacles suffer 1d6 points of acid damage per round.

The wielder cannot dismiss the black tentacles before the maximum duration expires, and during this time, cannot move from their square. If involuntarily moved, or if the *black tentacles* are dismissed, the effect ends. The wielder is nauseated for 1 minute after the *black tentacles* effect ends. There is a 10% chance per activation that when the effect ends, rather than withdrawing back into the body, the wielder's intestines remain severed. In this case, the wielder dies when the *black tentacles* effect ends.

Construction
Requirements Craft Magic Arms and Armor, *bleed, black tentacles*
Cost 24,500 gp (DC 29)

GURO SCALPEL

Aura faint transmutation **CL** 5th
Slot weapon **Price** 32,000 gp (DC 30) **Weight** neg.
The metal hilt of this stainless steel surgical scalpel bears the mark of a coiled dragon stretching almost to the blade's cutting surface.

The Guro Scalpel is a **+1 dagger**. On a normal hit, it only inflicts 1 point of slashing damage, and does not apply a STR modifier to the damage.

However, on a natural 20 followed by a successful confirmation roll, the Guro Scalpel inflicts 20 points of slashing damage per character level of the wielder; the wounds are incredibly bloody, slicing through the full thickness of the body, revealing muscle, organs and fatty viscera beneath the skin. Abilities that increase critical threat ranges do not apply to the Guro Scalpel.

Additionally, the precise and responsive Guro Scalpel is a phenomenal tool for healing. If it is used during a surgical procedure, it provides a +5 enchantment bonus on Heal/ Treat Injury checks.

Construction
Requirements Craft Magic Arms and Armor, *greater magic weapon*
Cost 16,000 gp (DC 28)

GYMSPAR VOLLEY

Aura moderate enchantment **CL** 7th
Slot weapon **Price** 21,600 gp (DC 28) **Weight** 4 lbs
GymSpar sells enchanted soccer balls and volley balls on its magically-sealed third floor. Their Volleys come in a variety of bright colors, and all are splashed with the Gymnasium Spartacus logo.

Whatever their styling, GymSpar Volleys are **+2 lesser designating volleys.**
Once per day, as part of an attack action with this weapon, the wielder can gain the benefit of *bull's strength,* which lasts for seven rounds.

Construction
Requirements Craft Magic Arms and Armor, *bull's strength, instant enemy*
Cost 10,800 gp (DC 26)

HALLOWEEN LANTERN

Aura moderate evocation **CL** 12th
Slot weapon **Price** 10,000 gp (DC 26) **Weight** 2 lbs
This plastic Halloween pumpkin is a favorite accessories for gothic witches and wizards. The orange and black plastic bucket is lit by internal fires that burn an eerie green, and bubbling emerald flames lick between the pumpkin's fanged 'lips'. Occasionally, the Halloween Lantern snarls or growls- or lunges toward a perceived enemy like an attack dog on a chain.

The Halloween Lantern is a **+1 flaming burst magical weapon** that inflicts 1d6+1 slashing damage (19-20/x2) plus 1d6 fire and an additional 1d10 fire on a critical hit. The wicked teeth provide the wearer with the Improved Sunder feat as a bonus feat while wielding the Halloween Lantern. The Halloween Lantern always sheds light like a torch.

Construction
Requirements Craft Magic Arms and Armor, *flame strike, magic fang*
Cost 5,000 gp (DC 23)

HEALERS STAVE

Aura strong conjuration **CL** 12th
Slot weapon **Price** 63,500 gp (DC 32) **Weight** 2 lbs
This mahogany staff is topped with platinum, and is crowned by a cross rising above a small, intricately scribed orb symbolizing the world and God's dominion over it.

The Healer's Stave is a **+1 merciful Orb Stave.** The Healer's Stave has a variety of medicinal spells stored within. Once each per day the wielder can cast either *cure critical wounds* or mass cure light wounds, as a 12th level cleric. The caster can touch a creature with the Healer's Stave to cast *stabilize* at will.

Construction
Requirements Craft Magic Arms and Armor, *cure critical wounds, mass cure light wounds, stabilize*
Cost 31,750 gp (DC 30)

HEARTS WING STAVE

Aura strong enchantment **CL** 9th
Slot weapon **Price** 27,000 gp (DC 29) **Weight** 2 lbs
This elegant staff is seemingly hewn from a single long piece of ivory, with a graceful, swooping wing, like that of a pelican as a decorative crest. Golden tracery outlines the carved feathers of the wing. Merely holding the staff bestows a sense of confidence and courage upon the wielder.

The Heart's Wing Staff is a **+3 courageous crescent staff.** *(The Heart's Wing Staff has the courageous property, normally reserved for melee weapons, due to its highly specialized enchantments.)*

Any time the wearer fails a saving throw, as an immediate action, she may immediately reroll the failed saving throw with a +2 morale bonus. In addition, if the rerolled save is successful, the wielder gains a Flight Speed of 60 ft (average) for 2d6 minutes. This aspect of the Heart's Wing Staff can be called upon once per day.
Construction
Requirements Craft Magic Arms and Armor, *heroism, fly, remove fear, saving finale*
Cost 13,500 gp (DC 27)

HELL ANNIHILATING SNIPER RIFLE

Aura moderate evocation and divination (good) **CL** 15th
Slot weapon **Price** 145,000 gp (DC 33) **Weight** 35 lbs

The Hell Annihilating Sniper Rifle is an extensively modified and customized Barrett Light Fifty, firing silver hollow tip rounds filled with holy water. A silver of the True Cross is embedded in a glass bubble in the hilt, and Latin rites of exorcism are inscribed on the 1 meter long barrel in silver tracery. This weapon is usually only found in the hands of Vatican combat-exorcists assigned to temporary duty with Chrysanthemum Seven.

The Hell Annihilating Sniper Rifle is a **+5 holy Barrett Light Fifty of distance.** Despite its massive firepower and the speed and bulk of the .50 cal rounds it fires, the weapon is completely silent.

Construction
Requirements Craft Magic Arms and Armor, *clairvoyance/ clairaudience, holy smite, silence,* creator must be good
Cost 72,500 gp (DC 33)

HELLCLUB

Aura moderate evocation **CL** 9th
Slot weapon **Price** 25,000 gp (DC 29) **Weight** 24 lbs
Only an Ironclub Oni would ever wield a weapon this barbarically oversized and lethally effective. The Hellclub is a massive weapon even in a man's hand- an riveted, steelshod mahogany club nearly six foot long and weighing upwards of 20 lbs. When gripped in the fist of an Ironclub Oni, the weapon undergoes a shocking transformation, nearly doubling in size, and growing horned spikes that look like sharpened tree branches.

In the hands of anyone other than an Ironclub Oni, the Hellclub is a **+2 humanbane greatclub.** When wielded by an Ironclub Oni the Hellclub gains the reach and trip special qualities, and becomes a **+3 humanbane mighty cleaving greatclub**.

Construction
Requirements Craft Magic Arms and Armor, *summon monster I, divine power*
Cost 13,500 gp (DC 27)

HEROS MALLET

Aura strong universal, abjuration **CL** 18th
Slot weapon **Price** 130,000 gp (DC 35) **Weight** 5 lbs
This heavy wooden hizuchi (mallet) is similar to one of the weapons carried by the legendary Japanese hero and protector of the common man, Benkei. Etched with the image of a ryo coin at either end, the Hero's Mallet is a weapon against tyranny. This powerful weapon is very nearly an artifact, and the actual hammer carried by Benkei himself is a cultural treasure beyond price.

The Hero's Mallet is a **+3 anarchistic heavy mace of invulnerability.** While wielded, the wearer gains Damage Reduction 5/magic. If the Hero's Mallet successfully damages a target with a wealth bonus of +16 or greater, the victim must succeed at a DC 20 WILL Save or have their Wealth Bonus reduced by -2d4. Several random people within a few miles radius, but never the hammer's wielder himself, gain the benefit of the Windfall feat.

Construction
Requirements Craft Magic Arms and Armor, *bestow curse, chaos hammer, stoneskin, wish*
Cost 65,000 gp (DC 32)

HEROIC TANTO

Aura faint conjuration and enchantment **CL** 9th
Slot weapon **Price** 28,000 gp (DC 29) **Weight** 2 lbs
This tanto is forged in imitation of the short sword carried by Yamato-Takeru, the legendary adventurer who conquered all of Japan in ancient days. The hilt is wrapped in gold, and the blade's guard is a laughing face.

The Heroic Tanto is a **+3 humanbane (non-Japanese) tanto.** It encourages the kind of heroic cruelty and sarcasm that Yamato-Takeru was famous for. When confirming critical hits with the Heroic Tanto, the wielder can substitute a Perform (poetry) check for a confirmation roll; if the check is successful, the wielder is filled with impetuous spirit and composes a short poem or haiku mocking his victim. The wielder must be able to speak in order to use this power, naturally. The Heroic Tanto's humanbane property only affects non-Japanese humans.

Construction
Requirements Craft Wondrous Item, *summon monster I, hideous laughter*, creator must be Japanese
Cost 14,000 gp (DC 27)

HIROSAKIS PAINTBRUSH

Aura faint enchantment **CL** 4th
Slot weapon **Price** 13,350 gp (DC 27) **Weight** 1 lb
This long sable-bristled paint brush always drips bright splotches of ultra-saturated color, that smells like sugar and octopus ink.

Hirosaki's Paintbrush is a **+2 courageous cute wand.** Three times per day, the wielder can cast either *grease* or *web* via the cute wand. When doing so, she designates a color of the effect (such as a purple puddle of *grease*, or a glowing blue *web*). Creatures wearing or who are naturally a similar color to the effect suffer a -2 penalty on saves against he effect.

Special: Only female characters with the Child of the Octopus feat can wield this weapon.
Construction Craft Magic Arms and Armor, *grease, heroism, remove fear, web*
Requirements
Cost 6,675 gp (DC 24)

HIROSAKI'S PAINT ROLLER

Aura faint conjuration and evocation **CL** 4th
Slot weapon **Price** 6,750 gp (DC 24) **Weight** 2 lbs
This professional grade fuzzy paint roller has a heavy, durable stainless steel frame and is continually wet with fresh paint that never seems to drip. The plastic grip-textured handle ends in a pommel shaped like a kawaii cartoon octopus.

Hirosaki's Paint Roller is a **+2 merciful light mace.** On a critical hit with this weapon, the wielder may cast *color spray* as an immediate action; the caster must include the weapon's original target in the spell's area of effect.

Special: Only characters with the Child of the Octopus feat can gain any benefit from this weapon. Other characters merely treat it as an improvised club.
Construction Craft Magic Arms and Armor, *color spray, cure light wounds,* creator must have the Child of the Octopus feat

Requirements
Cost 3,375 gp (DC 22)

HIROSAKI'S SPLATTERGUN

Aura strong enchantment **CL** 10th
Slot weapon **Price** 33,000 gp (DC 30) **Weight** 2 lbs
This bulky, high tech weapon looks more like a water blaster than a piece of actual military hardware, and has a set of primary colored plastic rings running down the length of the barrel. A colorful octopus logo is painted on the butt stock.

Hirosaki's Splattergun is a **+2 sublethal splattergun.**

On a critical hit, in addition to the normal effects of the critical, the weapon sprays a massive deluge of colorful ink on the target. The ink inflicts an emotional effect, chosen by the attacker at the moment the critical hit is confirmed, which continues to affect the target until he or she successfully saves against the effect. The target gains a new WILL Save at the end of each round to end the emotional effect.

Blue: affects target as *hold person*
Gold or Strong Yellow: affects target as *heroism*
Grey: affects target as *oppressive boredom*
Red: affects target as *rage*
Pink: affects target as *unnatural lust*
Purple: affects target as *mad hallucination*
White or Pale Yellow: affects target as *calm emotions*

Special: Only characters with the Child of the Octopus feat can gain any benefit from this weapon. Other characters merely treat it as a masterwork quality sublethal splattergun.
Construction
Requirements Craft Magic Arms and Armor, at least 3 of the spells listed above, creator must possess the Child of the Octopus feat
Cost 16,500 gp (DC 28)

HONEY BARB

Aura strong divination **CL** 12th
Slot weapon **Price** 7,500 gp (DC 25) **Weight** negligible
With just a touch of two fingers to the heart shaped ruby- and garnet-chip mosaic of this golden bracelet, a gold alloy shuriken appears in the palm of the wearer's hand, ready to be thrown.

The Honey Barb is a **+2 seeking shuriken of infinite ammunition** (in that the bracelet produces infinite throwing stars at need).

Special: If wielded by a POETICA, the Honey Barb acts as a **+1 keen, seeking shuriken of infinite ammunition** instead. Yes, in this state its enchantment bonus is lowered, though its lethality increases.

Construction
Requirements Craft Magic Arms and Armor,
Cost 3,750 gp (DC 22)

HONEY FOIL

Aura strong transmutation **CL** 12th
Slot weapon **Price** 41,000 gp (DC 31) **Weight** 1 lb
This basket-hilt fencing foil is made from a golden alloy so strange and supple it seems to flow like cold honey. The impressive hand-guard is filigreed with complex fractal patterns that form a stylized heart when viewed from the right angle.

The Honey Foil is a **+3 advancing rapier** by default.

Special: If wielded by a POETICA, the Honey Foil is treated as a **+1 advancing, courageous glamered adamantine rapier** instead. Yes, in this state its enchantment bonus is lowered, though its versatility increases.

Construction
Requirements Craft Magic Arms and Armor, *disguise self, feather step, heroism, magic aura, remove fear*
Cost 20,500 gp (DC 29)

HUNDRED THUNDERS NUNCHUKU

Aura moderate evocation and transmutation **CL** 8th
Slot weapon **Price** 22,000 gp (DC 28) **Weight** 2 lbs
These metal nunchuku are forged from the finest meteorite iron, alloyed with strange chemicals that seem to capture the elemental fury of the thunderstorm. The striking surfaces are etched with lightning bolt designs.

Hundred Thunders Nunchuku is a **+1 shocking burst nunchuku of speed.**

Construction
Requirements Craft Magic Arms and Armor, *haste, lightning bolt*
Cost 11,000 gp (DC 26)

HYABUSA EGG

Aura strong evocation **CL** 10th
Slot weapon **Price** 6,750 gp (DC 24) **Weight** 1 lb
What looks like a simple pink bullet vibrator has an incredibly long cord, and can be whipped like a martial arts weapon with incredible facility.

The Hyabusa Egg is a **+1 keen, pleasuring rope dart.** The weapon's maximum range extends to 50 ft, or 100 ft if the wielder masturbates to orgasm with the weapon within one hour of combat. The Hyabusa Egg can be used to strike adjacent targets without provoking attacks of opportunity.

Construction
Requirements Craft Magic Arms and Armor, *breath of ecstasy, keen edge*
Cost 3,375 gp (DC 22)

HYABUSA SUPER

Aura faint evocation **CL** 12th
Slot weapon **Price** 26,000 gp (DC 29) **Weight** 1 lb
This mushroom headed and vaugely industrial vibrator is molded in clean, white plastic accented with pink.

The Hyabusa Super is a **+2 Pleasuring Burst light mace.** Self powered, it never needs to be plugged in. If used as a conventional sex toy, it provides a +10 enhancement bonus on Perform (sexual) checks.

Construction
Requirements Craft Magic Arms and Armor, *deadly pleasures*
Cost 13,000 gp (DC 26)

IMPALING SPEAR

Aura moderate transmutation and strong evil **CL** 10th
Slot weapon **Price** 70,550 gp (DC 33) **Weight** 8 lbs
This rusting, age-worn weapon could be a museum piece- the nodachi of some long forgotten Japanese foot soldier, who fought and died in some feudal struggle mostly forgotten by history.

The Impaling Spear is a **+3 nodachi.** On a confirmed critical hit with this weapon, the victim is affected as the spell *fucked to death.* The victim may attempt a new saving throw each round to mitigate the effect, which otherwise persists for up to ten rounds. While the Impaling Spear is fucking a victim to death, the wielder must remain adjacent to the victim and retain control of the weapon. If the wielder drops the weapon, is disarmed, or moves away from the victim, the effect ends.

Confirming a critical hit with this weapon is considered both an evil act and an act of rape. Wielders who are aware of this weapon's nature may drop the weapon as an immediate action rather than confirming the critical.

Construction
Requirements Craft Magic Arms and Armor, *fucked to death,* creator must be evil
Cost 35,275 gp (DC 30)

INFINITE LENGTH KATANA

Aura strong evocation **CL** 10th
Slot none **Price** 74,000 gp (DC 33) **Weight** 6 lbs
This perfectly balanced katana has a blade of matte black carbon steel, with a maker's mark- a single angel wing- stamped onto the tang. The hilt is black leather wrapped around white steel, creating intricate diamond patterns.

The Infinite Length Katana is a **+3 unholy, wounding katana.** Twice per day, as part of an attack action, the katana's wielder can mentally command the blade to grow to an impossible length. This allows the wielder to resolve an attack with the katana as a ranged touch attack with a 1,000 ft maximum range. The Infinite Length Katana's radically expanded length only applies to a single attack.

Construction Requirements Craft Magic Arms and Armor, *bleed, greater improbable weapon, unholy blight,* creator must be evil
Cost 37,000 gp (DC 31)

JUROGUMOS KOTO

Aura strong transmutation **CL** 12th
Slot none **Price** 22,250 gp (DC 29) **Weight** 2 lbs
The Jurogumo's Koto is a dark wooden instrument that is always cold to the touch, and slick with a cold liquid that is somehow a condensation of hateful jealousy itself. If left unattended, small and highly venomous spiders occasionally crawl out of the instrument.

The Jurogumo's Koto is a **+1 gender bane, beauty killing koto.** The weapon's bane property only activates when used against female humans.

Special: The Jurogumo's Koto can only be wielded by female characters.
Construction Requirements Craft Magic Arms and Armor, *baleful polymorph, summon monster I*
Cost 11,125 gp (DC 26)

JUROJINS CANE

Aura moderate necromancy
CL 8th
Slot weapon **Price** 48,000 gp (DC 31) **Weight** 1 lb
This ornately carved and well balanced lacquered bamboo cane has a grip shaped like a swimming turtle, its eyes inlaid with topaz.

Jurojin's Cane is a **+2 keen quarterstaff**. On a critical hit, the victim also gains 1d4 negative levels, as if through enervation. For each negative level bestowed, you gain a cumulative +1 enhancement bonus to INT, which functions like *Fox's Cunning* and lasts for 8 minutes. You can gain a maximum +10 enhancement bonus to INT in this manner.

Special: This is a Fukujin magic item, dedicated to Jurojin. See the "Full Fukujin" sidebar.
Construction Requirements Craft Magic Arms and Armor, *enervation, fox's cunning, keen edge*
Cost 24,000 gp (DC 29)

JUROJIN'S STAFF.

Aura strong universal **CL** 17th
Slot weapon **Price** 311,000 gp (DC 38) **Weight** 2 lbs
This long, slender quarterstaff is crowned with a small carving of a turtle or a crane, and a long *ofuda* or scroll of Taoist philosophy is tied near the top. Merely owning it keeps a man young, though inevitably his thoughts turn to perverse matters, which may be the reason there is an almost vaginal knot in the wood half hidden, midway down the shaft of every Jurojin's Staff.

Jurojin's Staff is a **+2 defending quarterstaff.** A character who owns the staff, and wields or walks with the staff for at least an hour a day for a month receives the Perverted Immortality feat, even if he does not meet the prerequisites. This benefit is lost if Jurojin's Staff is out of his possession for more than 72 hours once attuned. If the character is past his maximum age when this loss occurs, he dies at that point.

Special: Only characters in the Middle Aged age category or older can benefit from this magic item; Josojin's Staff is a non-magical quarterstaff to other characters.

Special: This is a Fukujin magic item, dedicated to Jurojin. See the "Full Fukujin" sidebar.
Construction
Requirements Craft Magic Arms and Armor, *shield of faith, wish*
Cost 155,500 gp (DC 35)

KAISHAKU'S KATANA

Aura moderate abjuration (law) **CL** 9th
Slot weapon **Price** 100,000 gp (DC 34) **Weight** 5 lbs
A samurai chosen to serve as an assistant during the ritual suicide of seppuku is known as a *kaishaku*. It is an unfortunate and somber task, because even if the ritual is performed perfectly, it brings no honor, and if the deathstroke is poorly timed or imprecise, it brings shame. The Kaishaku's Katana is an ancient blade with a hilt wrapped in white cloth.

A Kaishaku's Katana is a **+3 keen katana**. While the weapon is in hand, the wielder gains the ability to perform a *coup de gras* as a standard action. A creature who willingly allows himself to be slain by the katana receives an *atonement,* as if cast by a cleric of his faith, at the instant of his death.

Construction
Requirements Craft Magic Arms and Armor, *keen edge, atonement,* creator must be lawful
Cost 50,000 gp (DC 31)

KAISHAKU'S WAKIZASHI

Aura strong necromancy **CL** 13th
Slot weapon **Price** 142,300 gp (DC 35) **Weight** 2 lbs
This ancient short sword has a hilt wrapped in white cloth, taken from the pure white cloth used by failed samurai in their suicides.

A Kaishaku's Wakizashi is a **+2 wakizashi of speed**. A creature damaged by the Wakizashi automatically fails saving throws against death effects and coup de gras attempts for one round after the injury.

Construction
Requirements Craft Magic Arms and Armor, *finger of death, haste*
Cost 71,150 gp (DC 33)

KIND REVOLVER

Aura moderate conjuration **CL** 5th
Slot weapon **Price** 13,500 gp (DC 27) **Weight** 2 lbs
This Ruger Service Six police revolver is plated in silver, and a low relief sculpture of a angelic woman with a blindfold over her eyes on both sides of the grip. On one side, the blindfold woman smiles, in the other, tears pour down her cheeks. White Mage often carry this gun.

The Kind Revolver is a **+1 Merciful Ruger Service Six Revolver.** The Kind Revolver cannot be commanded to inflict lethal damage. Three times per day, the wielder can make a ranged touch attack to deliver a *Cure Moderate Wounds* (2d8 + 5) effect; each use of this power also uses up a round, but the bullet has no effect. Effectively, the expended round is a kind of material component for the spell.

Construction
Requirements Craft Magic Arms and Armor, *cure moderate wounds*
Cost 6,750 gp (DC 24)

KOTO OF THE BLACK ELSE

Aura moderate conjuration, evocation and evil **CL** 7th
Slot weapon **Price** 27.200 gp (DC 29) **Weight** 2 lbs
The body of this mahogany koto is etched with horrific images of spidery *oni* crawling over sleeping maidens.

The Koto of the Black Else is a **+2 unholy koto.** Once per day, the wielder can begin playing the instrument as a standard action to produce a *black tentacles* effected centered on herself with a 20 ft radius.

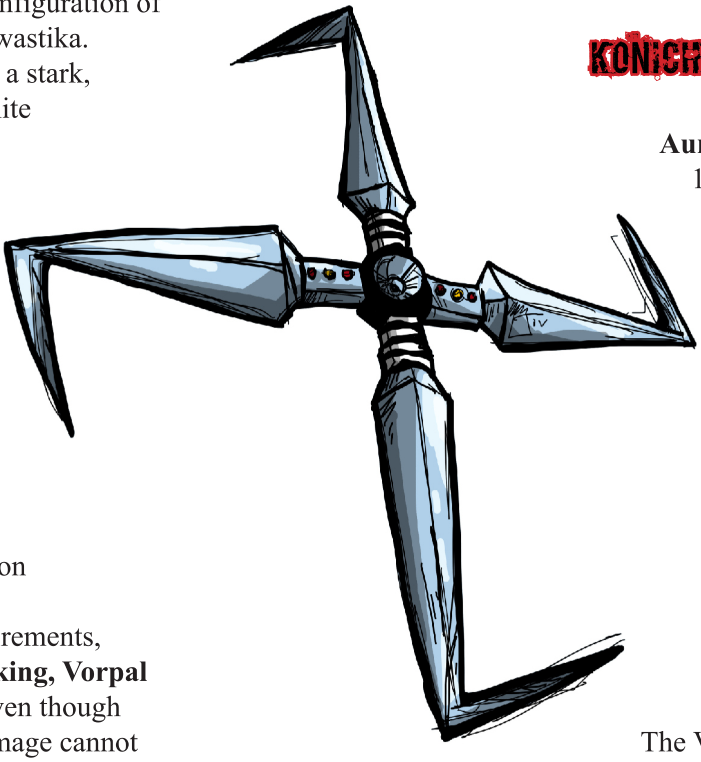
The wielder can maintain the black tentacles effect as long as desired, so long as she takes a standard action each round to play the koto. While carrying or wielding the Koto of the Black Else, the wielder becomes immune to poisons produced by spiders and arachnids.

Construction

Requirements Craft Magic Arms and Armor, black tentacles, unholy blight, creator must be evil
Cost 13,600 gp (DC 27)

KONICHI'S STARBLADE, BUDDHIST SWASTIKA

Aura strong necromancy **CL** 18th
Slot weapon **Price** 79,000 gp (DC 33) **Weight** 3 lbs
Somewhat resembling the Diamond Compass Konichi's Starblade, this weapon has four dramatically hooked blades arranged in the powerful configuration of the Buddhist (counterclockwise) swastika. The leather wrapping the handle is a stark, alternating pattern of black and white straps.



The Buddhist Swastika Konichi's Starblade is a **+2 Star Knife** by default.

- If wielded by a character with the *Small Breasts Forever trait*, it acts as gains the **Shock** magical weapon property.
- If wielded by a character with the *Ninja cultural template*, it gains the **Speed** magical weapon property.
- If the wielder meets *both* requirements, this weapon acts as a **+4 Shocking, Vorpal Starknife of Speed** instead, even though weapons that deal piercing damage cannot typically be made *Vorpal*.

Construction

Requirements Craft Magic Arms and Armor, *call lightning, circle of death, haste, keen edge*, creator must have the *Small Breasts Forever* trait and *Ninja* cultural template
Cost 39,500 gp (DC 31)

KONICHI'S STARBLADE, DIAMOND COMPASS

Aura moderate evocation **CL** 12th
Slot weapon **Price** 27,500 gp (DC 27) **Weight** 3 lbs
This dull steel starknife has four spear shaped blades arranged at each of the cardinal directions. The blade's interior handle is wrapped with alternating strips of brown and crimson leather.

The Diamond Compass Konichi's Starblade is a **+2 Star Knife** by default.

- If wielded by a character with the *Small Breasts Forever trait*, it acts as gains the **Returning** magical weapon property.
- If wielded by a character with the *Ninja cultural template*, it gains the **Wounding** magical weapon property.
- If the wielder meets *both* requirements, this weapon acts as a +**4 Wounding, Returning Star Knife** instead.

Construction

Requirements Craft Magic Arms and Armor, *bleed, telekinesis,* creator must have the *Small Breasts Forever* trait and *Ninja* cultural template
Cost 13,750 gp (DC 27)

KONICHI'S STARBLADE, VARJA THUNDERINGS

Aura moderate evocation **CL** 12th
Slot weapon **Price** 27,500 gp (DC 27) **Weight** 3 lbs
This steel starknife has four jagged, lightning-bolt blades radiating from a central point. The tip of each blade is capped in a sharp golden fixture. Lighting crackles along the leather wrapped handle.

The Varja Thunderings Konichi's Starblade is a **+2 Star Knife** by default.

- If wielded by a character with the *Small Breasts Forever trait*, it acts as gains the **Glorious** magical weapon property.
- If wielded by a character with the *Ninja cultural template*, it gains the **Shocking** magical weapon property.
- If the wielder meets *both* requirements, this weapon acts as a +**4 Glorious, Shocking Star Knife** instead.

Construction

Requirements Craft Magic Arms and Armor, *blindness/deafness, call lightning, daylight, flare,* creator must have the *Small Breasts Forever* trait and *Ninja* cultural template
Cost 13,750 gp (DC 27)

KNUCKLE BOMBER

Aura faint necromancy **CL** 5th
Slot none **Price** 4,800 gp (DC 23) **Weight** 2 lbs
This articulated, fighting gauntlet incorporates a specially reinforced knuckleguard fitted with several dime sized shape charges designed to detonate at the moment of impact.

The Knuckle Bomber is a **+1 thundering cestus.**

Similar Items
The ***Powered Knuckle Bomber*** is a **+1 thundering power cestus.** Built upon a much more expensive base weapon, increase the purchase price and creation cost by +2,000 gp. Powered Knuckle Bombers are often paired with powered armor for additional strength enhancement. It's also possible to build Powered or non-powered Knuckle Bombers that occupy the foot slot rather than the weapon slot, for martial artists specializing in kick-based styles.

Construction
Requirements Craft Magic Arms and Armor, *blindness/ deafness*
Cost 2,400 gp (DC 20)

LION PAW STAFF.

Aura moderate evocation **CL** 10th
Slot weapons **Price** 21,500 gp (DC 28) **Weight** 5 lbs
This long, iron fighting staff is topped with a black iron sculpture of an articulated lion's paw. With a twist to the handle, the wielder can open the lion's paw, extending deadly steel talons.

The Lion Paw Staff has the *disarm* mundane weapon property, and the wielder can switch between inflicting bludgeoning and slashing damage with the weapon as a free action. Only the top half of the quarterstaff can switch its damage type in this manner; the lower half only inflicts bludgeoning damage.

The Lion Paw Staff is a **+3 wounding quarterstaff.** This weapon only has the wounding property when the top portion of the quarterstaff is set to inflict slashing damage.

Construction
Requirements Craft Magic Arms and Armor, *bleed*
Cost 10,750 gp (DC 26)

LOLITA'S B.F.G.

Aura moderate evocation **CL** 10th
Slot weapon **Price** 25,000 gp (DC 29)
Weight 22 lbs (see text)
What's cuter than an eight year old with a righteous fury in her eye and a squad support weapon bigger than she is in her hands? Not fucking much.

The Lolita's B.F.G. is a **+2 mighty cleaving M-60 of infinite ammunition.** Though it is not a melee weapon, it has the mighty cleaving property. In this case, the wielder may make an additional ranged attack against a target adjacent to the first, who must be within the weapon's first range increment.

If the Lolita's B.F.G. is wielded by any character of Small size or smaller, or who has any trait or feat with Loli in the name, the weapon is considered to have no weight for the purpose of determining encumbrance or carrying capacity.

Construction
Requirements Craft Magic Arms and Armor, *divine power, infinite ammunition, reduce person*
Cost 12,500 gp (DC 26)

MACHINE PISTOL WITHOUT HONOR

Aura moderate illusion **CL** 7th
Slot weapon **Price** 66,750 gp (DC 32) **Weight** 4 lbs
A variety of enchanted weapons 'built without honor or humanity' are wielded by the fearsome and well entrenched Yakuza clans native to Hiroshima. Converted machine pistol are popular, and this matte black Skorpion machine pistol is chambered for a jet black occult round made of solid smoke.

The Machine Pistol Without Honor is a **+2 cruel Skorpion.** While wielding the weapon, the character gains the ability to Sneak Attack for +2d6 damage, exactly as the Rogue class ability. If the wielder has Sneak Attack, their Sneak Attack damage increases by +2d6.

Construction
Requirements Craft Magic Arms and Armor, *cause fear, death knell, shadow step*
Cost 33,375 gp (DC 30)

MACHINE PISTOL WITHOUT HUMANITY

Aura strong conjuration **CL** 11th
Slot weapon **Price** 150,666 gp (DC 35) **Weight** 4 lbs
A variety of enchanted weapons 'built without honor or humanity' are wielded by the fearsome and well entrenched Yakuza clans native to Hiroshima. Converted machine pistol are popular, and this converted Skorpion machine pistol has a vermillion barrel and its grip is melted, as if by intense and hellish heat.

The Machine Pistol Without Humanity is a **+2 flaming, unholy Skorpion.** When used against a good aligned target, the weapon's base damage is entirely unholy damage, not ballistic damage, and thus not subject to

Damage Reduction or immunity.

While the weapon is wielded, the wielder is considered to be a native outsider with the demon subtype for effects related to race, such as bane weapons and spells. True Seeing and similar effects perceive the spectral figure of a demon overlaid over the wielder's body as long as the weapon is in hand.

Good or lawful aligned creatures touching the weapon receive one negative level, which never results in level loss, but cannot be removed while the weapon is wielded.

Construction
Requirements Craft Magic Arms and Armor, *fireball, planar binding, unholy blight,* creator must be evil
Cost 75,333 gp (DC 33)

MAIDS DUSTER

Aura faint transmutation **CL** 3rd (apprentice) 6th (mistress)
Slot weapon **Price** 3,650 gp (DC 22) apprentice, 23,650 gp (DC 29) mistress **Weight** 1 lb
This feather duster has black owl feathers with a single bright blue peacock feather at the center and a fine walnut handle. The handle is usually (but not always) engraved with the coat of arms of *Dame Emmanuel's Academy of Domestic Service*.

The Apprentice Maid's Duster is a **+1 axiomatic heart wand.** While wearing or carrying this weapon, the maid can use *prestidigitation* at will, as a wizard of her total character level.
The Mistress Maid's Duster (which always bears the engraving) is a **+3 axiomatic heart wand.** While wearing or carrying this weapon, the maid can use *prestidigitation* and *mending* at will, as a wizard of her total character level.

Construction
Requirements Craft Magic Arms and Armor, *order's wrath*, *prestidigitation* plus *mending (mistress)*
Cost 1,825 gp (DC 18) apprentice, 11,825 gp (DC 26) mistress

MONSTER BRAND

Aura strong evocation **CL** 12th
Slot weapon **Price** 122,000 gp (DC 34) **Weight** 25 lbs
This unique and ungainly weapon can only be wielded by those with far greater than human strength. The massive, nearly 4 meter long weapon somewhat resembles a nagatana, with an extremely long handle. However, where the blade would be, there is a mushroom shaped guard. Beyond this thick ring, the weapons striking surface is a long, blunt, roughly cross-shaped hunk of wrought iron, which superheats and sublimates into mystic plasma when in combat. The Monster Brand is an ideal weapon for slaying hulking threats- from dark kaiju to dragons and colossal oni-lords, and may be the best weapon against the Genbu itself, should it ever awaken.

The Monster Brand is statistically equivalent to a **+3 flaming burst guisarme,** except that it inflicts bludgeoning damage in its unpowered state. Upon utterance of a command word, the striker superheats, gaining its flaming property. Once per day, as a full round action, the Monster Brand's wielder can plunge the weapon directly into a gigantic opponent. Doing so inflicts +1d6 additional points of fire damage for each size category past Medium on a successful hit against the target.

Construction
Requirements Craft Magic Arms and Armor, *fireball*
Cost 61,000 gp (DC 32)

Fire Damage Inflicted	Target's Size
+1d6 fire	Large
+2d6 fire	Huge
+3d6 fire	Gargantuan
+4d6 fire	Colossal
+2d10 fire	On a confirmed critical hit

MYOONTENS BROKEN MICROPHONE

Aura very faint evocation **CL** 4th
Slot weapon **Price** 2,100 gp (DC 20) **Weight** 1 lb
Emiri sells many masterwork and enchanted weapons in her small shop, all having had at least a few previous owners. Her enchanted musical instruments, like this early 80s vintage wireless silver microphone, sound great but are sometimes unreliable in occult battle. Many young bards begin their careers with such flawed weapons.

Myoonten's Broken Microphone is a **+2 silver microphone.** However, its enchantments are faded, and each round of combat, there is a 10% chance that its enchantments fail, and the weapon is treated simply as a Masterwork Silver Microphone instead. There is also a 25% chance that the enchantments partially fail, and the weapon is treated as a +1 Silver Microphone instead. If this failure occurs, do not roll to see if the enchantment fails completely. In either case, the enchantment returns after 2d4 hours. Even if the enchantment bonus fails completely or partially, Myoonten's Broken Microphone provides its wielder with a +4 competence bonus on Perform (sing) checks made with the trumpet.

Construction
Requirements Craft Magic Arms and Armor, creator must have 4 ranks in Perform (sing)
Cost 1,050 gp (DC 18)

MYOONTEN SECOND-HAND MUSICAL INSTRUMENTS

Myoonten Second Hand is located about a block and a half down the alley from **Baishu Music and Voice**, and offers students at the small musical academy (or attending the **Oyari Academy**) a 10% discount on all used instruments.

The proprietor, who rarely opens the blue and white painted rolling steel door until well after 11 am (even though the sign says they are open from 9-9) is a woman every bit as old and surly as Koe-Sama. Most people assume that she and Myoonten Second Hand's owner, who answers only to **Emiri** (CG female human Rogue 2/Bard 3) are sisters, but nothing could be farther from the truth. The two used to hate each other, and once dueled nearly to the death atop the Tokyo Tower, but in their dotage, they've forgiven, even if they haven't quite forgotten. These days, their feud still simmers, but only as catty comments left on one another's Twitter feed.

Despite her less-than-warm relationship with Koe-Sama, Emiri genuinely likes the other old woman's students, and is known far and wide for the quality of her refurbished instruments. The discount she offers to Baishu and Oyari students also applies to occult musical instruments, and given enough lead time (usually at least a month or two beyond whatever estimate she gives the customer) she can craft enchanted musical instruments and musical weapons to order. She also pays significantly better than average for pawned occult instruments.

MYOONTEN'S BROKEN TRUMPET

Aura very faint evocation **CL** 3rd
Slot weapon **Price** 1,300 gp (DC 19) **Weight** 1 lb
Emiri sells many masterwork and enchanted weapons in her small shop, all having had at least a few previous owners. Her enchanted musical instruments, like this rather battered and slightly tarnished brass trumpet, sound great but are sometimes unreliable in occult battle. Many young bards begin their careers with such flawed weapons.

Myoonten's Broken Trumpet is a **+1 brass trumpet.** However, its enchantments are faded, and each round of combat, there is a 10% chance that its enchantments fail, and the weapon is treated simply as a Masterwork Brass Trumpet instead. The enchantment returns after 1d6 hours. Even if the enchantment bonus fails, Myoonten's Broken Trumpet provides its wielder with a +2 competence bonus on Perform (wind) checks made with the trumpet.

Construction
Requirements Craft Magic Arms and Armor, creator must have 3 ranks in Perform (wind)
Cost 650 gp (DC 16)

NEKO'S BELLS

Aura moderate divination **CL** 7th
Slot neck and wrists **Price** 6,550 gp (DC 24) **Weight** negligible
A set of Neko's Bells are a set of three big, golden bells worn on flouncy and colorful bows, the largest of which is worn at the throat, the other pair are worn on each wrist. The Neko's Bells have a high, squealing tone- the perfect accompaniment to the mews of a cat-girl.

The Neko's Bells are considered **+1 countering jester's bells.** The weapon provides a +1 competence bonus on all Perform checks while the bells are worn and played in accompaniment.

When wielded by a Nekomusume or any other feline creature, the Neko's Bells gain the **Distance** property, doubling the weapon's range increment to 60 ft.

Construction
Requirements Craft Magic Arms and Armor, *cat's grace, clairvoyance/clairaudience*
Cost 3,275 gp (DC 22)

ONI'S FOOTBALL

Aura strong evocation **CL** 10th
Slot weapon **Price** 118,000 gp (DC 34) **Weight** 2 lbs
Black Tokyo's oni races are as obsessed with soccer as the mortals who call the Japanese archipelago home, and like humans, have their own star athletes and sports heroes. The Oni's Football is stitched from maiden's skin and stuffed with a woman's heart and viscera. It continually leaks blood, which pools dramatically beneath the hellish soccer ball when at rest.

The Oni's Football is a **+2 anarchic, cruel volley.** On a confirmed critical hit with this weapon, the target is affected as if by *fucked to death.* Characters with at least 10 ranks in either Acrobatics or Profession (athlete) automatically confirm critical hits with the Oni's Football, unless they specifically choose to forego a critical hit as not to commit an act of rape.

Construction
Requirements Craft Magic Arms and Armor, *cause fear, chaos hammer, death knell, fucked to death*, creator must be chaotic
Cost 59,000 gp (DC 32)

OTAKUS KATANA

Aura faint moderate transmutation
CL 8th (lesser) 9th (greater)
Slot weapon **Price** 32,745 gp (DC 30) (lesser) 75,892 gp (DC 33) (greater) **Weight** 6 lbs
The Otaku's Katana is a mass-produced mid-quality, but high priced show piece katana, styled with the attractive, eye-catching lines of a famous sword from currently popular anime. The hilt is vibrantly decorated, and the blade has slightly unusual proportions- more suited for show rather than real combat. Of course, in the right hands, the blade becomes even more impressive, a tempered, folded steel behemoth like a guillotine blade and twice the handspan of the otaku wielding the blade.

A Lesser Otaku's Katana is a **+1 called, countering katana.**

A Greater Otaku's Katana is a **+3 called, countering katana.**

The weapon's special magical properties only activate when in the hands of any character with the Otaku cultural template applied. Upon command, the wielder can cause either version of the Otaku's Katana to be affected as by either the Improbable Weapon (lesser) or Greater Improbable Weapon (greater). This ability is usable at 3x/day.

In the hands of any other character, either version of the Otaku's Katana is merely a **+1 katana.**

Construction
Requirements Craft Magic Arms and Armor, *cat's grace,* either *improbable weapon (lesser)* or *greater improbable weapon (greater), teleport*
Cost 16,373 gp (DC 28) (lesser) 37,946gp (DC 31) (greater)

PANTY FETCHING COLLAR

Aura faint conjuration **CL** 8th
Slot neck (familiar) **Price** 1,750 gp (DC 20)
Weight negligible
Place this nylon pet collar, with a faux-gold pet ID tag shaped like a girl's thong around your familiar's throat, and watch your cat's (or dog, or bird or lizard's or whatever) eyes light up with a love for human panties!

When worn by any familiar or animal companion, that creature gains the **Panty Thief** magic weapon quality with all its natural attacks. Otherwise, the creature's attacks are treated as being non-magical.

Construction
Requirements Craft Magic Arms and Armor, *pilfering hand*
Cost 875 gp (DC 17)

PANTY STEALING BATON

Aura moderate conjuration **CL** 8th
Slot none **Price** 4,500 gp (DC 23) **Weight** 1 lb
There's a rumor going round that *Police Section Seven* commissioned these enchanted collapsible batons to bring a gang of female thieves wearing enchanted bloomers to justice. But it's far more likely they were first forged by occultists on the other side of the law, to remove the magical panties that are often the only protection for female agents facing the horrors of the Black Else. The Panty Stealing Baton looks like a fairly ordinary metal asp, except that the logo stamped on the textured grip is a pair of women's briefs.

The Panty Stealing Baton is a **+1 Panty Stealing Combat Baton.** If the wielder scores a critical hit with this weapon, in addition to activating its panty stealing property, the wielder can choose (as an immediate action) to forego all damage from the critical hit. This removes the target's bra or similar undergarment (including magical items worn in the body slot).

Construction
Requirements Craft Magic Arms and Armor, *pilfering hand*
Cost 2,250 gp (DC 21)

PETTANKOS WHIP

Aura moderate transmutation **CL** 10th
Slot none **Price** 37,500 gp (DC 31) **Weight** 1 lb
This slender whip is made from gunmetal grey metal steel, which widens slightly to a spade-shaped point upon the striking end. The steel hisses like a serpent as it is coiled.

The Pettanko's Whip is a **+X keen whip.** When wielded by a female character with the *Small Breasts Forever* trait, the whip's +X bonus becomes equal to the wielder's CHA modifier, with a minimum +1 bonus. There is no maximum on the bonus this whip can bestow upon confident, small breasted wielders.

Special: The Pettanko's Whip can only be wielded by a female with the *Small Breasts Forever* trait, it is considered a masterwork whip when wielded by others.
Construction
Requirements Craft Magic Arms and Armor, creator must have the *Small Breasts Forever* trait
Cost 18,750 gp (DC 28)

PERFORMANCE III MICROPHONE

Aura moderate enchantment **CL** 12th
Slot head and weapon **Price** 22,500 gp (DC 29)
Weight 1 lb
This light weight microphone is worn over the skull, identical to the microphones most idol singers wear in concert except for the three tiny glowing hearts on the small boom.

The Performance Microphone is a **+3 golden microphone.** It receives this bonus on Perform (sing) checks. If worn by a bard, it offers an additional three rounds of bardic performance per day. Despite being worn on the head, it is considered a light, one handed weapon.

Construction
Requirements Craft Magic Arms and Armor, creator must be a bard
Cost 11,250 gp (DC 26)

PS-7 TONFA

Aura strong conjuration **CL** 14th
Slot weapon **Price** 9,000 gp (DC 25) **Weight** 2 lbs
This oak tonfa is issued to most Section Seven officers. When trouble starts most Section Seven cops reach for their enchanted black oak tonfa rather than a blade or a gun.

Police Section Seven's Tonfa is a mass produced **+1 disrupting tonfa.**

Construction
Requirements Craft Magic Arms and Armor, *heal*
Cost 4,500 gp (DC 23)

PS-7 ANTI-POETICA LIGHT PISTOL

Aura moderate conjuration **CL** 8th
Slot weapon **Price** 11,250 gp (DC 26) **Weight** 2 lbs
The PS-7 Anti-POETICA Light Pistol is the official sidearm of special police task forces assigned to protect the public from feral POETICA and other rogue AI. It is also common among the *New Day Girl Factory's* internal security specialists. This weapon resembles a rather advanced iteration of the Glock 17. Unlike the partially metallic Glock, the PS-7 has completely non-metallic construction, and its barrel is forged from an instantly recognizable shade of dark green composite.

The PS-7 is a **+2 POETICA-bane, cunning Glock 17.** Its *cunning* property applies to Knowledge (technology) checks and to constructs or creatures with the Cyborg subtye.

Construction
Requirements Craft Magic Arms and Armor, *summon monster I, true strike*
Cost 5,625 gp (DC 24)

PUPPY GIRLS PISTOL

Aura moderate transmutation **CL** 5th
Slot weapon **Price** 22,000 gp (DC 28) **Weight** 2 lbs
This sleek Beretta automatic bears an inlaid ivory cameo on the grip, depicting the silhouette of a small dog sitting at the ready.

The Puppy Girl's Pistol is a **+1 Beretta 92F.** While wielding this pistol or wearing it holstered, the wielder grows short, dog-like ears, a wagging tail and a dark, wet nose, giving her a puppy-girl appearance. These changes provide her with a +4 racial bonus on Perception checks, as well as the *scent* racial quality.

Construction
Requirements Craft Magic Arms and Armor, *beast shape I*
Cost 11,000 gp (DC 26)

QUEEN SATAN KNUCKLES

Aura moderate necromancy **CL** 6th
Slot hands **Price** 12,000 gp (DC 26) **Weight** 5 lbs
This single, bicep length spiked gauntlet is made from some strange blood-red alloy, which pulses like a living, breathing thing. Hooked, urchin-like spines protrude from every inch of the red steel, and the gauntlet's fingers end in needle sharp spines.

Queen Satan Knuckles are a **+2 wounding spiked gauntlet,** which also acts as a +**2 buckler**. Though the Queen Satan Knuckles are only worn on one hand, the item occupies both hands slot.

Construction
Requirements Craft Magic Arms and Armor, *bleed*
Cost 6,000 gp (DC 24)

RAIJU-KILLING HAMMER

Aura moderate enchantment **CL** 8th
Slot weapon **Price** 20,950 gp (DC 28) **Weight** 5 lbs
Otaku refer to non-otaku with a happy life, a good job and regular sex as *raiju,* with mingled admiration and derision. There's a joke that isn't a joke on the internet "destroy all normal happy people!" This jet black steel sledge hammer is wrapped with golden tape and has painted memes from currently popular anime drawn in golden marker. This weapon makes the joke a deadly reality.

The Raiju-Killing Hammer is a **+1 human-bane warhammer.** The weapon's bane property only applies to humans lacking the Otaku and Freeter cultural templates. On a critical hit against a target whom the weapon's bane property would apply, the wielder can forego dealing additional damage. Instead, unless the character succeeds at a DC 16 WILL Save, any existing cultural templates are lost, replaced by the Otaku cultural template.

Special: Only a character with the Otaku or Freeter cultural template may wield the Raiju-Killing Hammer. It is treated as an ordinary warhammer when wielded by other characters.
Construction
Requirements Craft Magic Arms and Armor, *bestow curse, lesser geas, summon monster I,* creator must be an Otaku or Freeter
Cost 10,475 gp (DC 26)

RAMAT SECT WEAPONS

The Ramat Sect is a secretive Buddhist sect based in Tokyo, and dedicated to the annihilation of predatory undead, and the protection of mortals (in that order). Ramat monks bind themselves body and soul to Goryohime partners, beautiful undead school girls capable of fighting vampires, ghouls and other horrors on their own terms. The Ramat Sect is well disciplined, well funded, and well equipped- their secret forges produce a variety of unique weapons for use in the war against the undead.

RAMAT BELLHAMMER

Aura strong conjuration **CL** 14th
Slot weapon **Price** 17,000 gp (DC 28) **Weight** 20 lbs
This weapon is a warhammer with an impossibly huge haft, a single edged striking surface cast in steel and bronze, and shaped like the great bell of a Buddhist temple. This oversized head is balanced on a slender steel shaft inlaid with golden sutras. Only the strongest can wield this massive weapon effectively.

The Ramat Bellhammer is a **+1 disrupting glorious warhammer.** Only characters with STR 18 or greater can wield the weapon without suffering a -4 penalty, which stacks with non-proficiency penalties if they apply. A character wielding the Ramat Bellhammer is always considered to be power attacking to the greatest degree possible.

Construction
Requirements Craft Magic Arms and Armor, *blindness/ deafness, daylight, flare, heal,* Power Attack
Cost 8,500 gp (DC 25)

RAMAT HELL-VULCAN

Aura strong conjuration and evocation **CL** 9th
Slot weapon **Price** 19,500 gp (DC 28) **Weight** 35 lbs
This enormous multi-barreled Vulcan cannon has eight meter-long barrels, arranged in an octagonal pattern, capable of spitting out upwards of 500 rounds per minute. Rather than being belt-fed, the Ramat Hell-Vulcan is fed its endless stream of phosphorous rounds from an enormous drum magazine. Everything on the gigantic, unwieldy gun is matte black, save for the gleaming golden lotus bud insignia on the drum magazine. When the magic of the mini-gun is called upon, this lotus glows as bright as the summer sun.

Statistically the Ramat Hell-Vulcan is a **+3 Glorious M2HB Machinegun of Endless Ammunition.** Though not a melee weapon, it gains the glorious property, and glows with a *daylight effect* when carried in the ready position. It does not glow when the wielder's finger is away from the trigger guard.

Construction
Requirements Craft Magic Arms and Armor, *blindness/deafness, daylight, flare, minor creation*
Cost 9,750 gp (DC 25)

RAMAT LEAST-STRIKER

Aura strong conjuration **CL** 12th
Slot weapon **Price** 10,125 gp (DC 26) **Weight** 1 lb
Even an organization as powerful as the Ramat Sect must occasionally produce inferior magical weapons- still potent and deadly, but relatively minor in the scheme of things. Such weapons are given to promising young recruits or experienced grunts facing deadlier than usual threats. This collapsible baton, similar to those carried by police and security forces worldwide, is one such weapon.

The Ramat Least-Striker is a **+1 disrupting collapsible baton.**

Construction
Requirements Craft Magic Arms and Armor, *heal*
Cost 5,063 gp (DC 23)

RAMAT VARJA-AXE

Aura moderate evocation **CL** 9th
Slot weapon **Price** 24,500 gp (DC 29) **Weight** 15 lbs*
This impressively huge axe has twin, diamond-faceted cutting blades, the sharp surfaces of which are acid etched with Buddhist sutras. The weapon is sheathed in heavy golden plating, increasing its bulk, and its handle is practically a small oak tree trunk.

The Ramat Varja-Axe is a **+3 mighty cleaving great axe.** When the weapon is wielded by a character in the Child age category, or any character who has chosen a trait or feat with Loli in the name, the weapon is considered a light, one handed weapon, and has no effective weight.

Construction
Requirements Craft Magic Arms and Armor, *bull's strength, divine power*
Cost 12,250 gp (DC 26)

RAPACIOUS TETSUBO

Aura strong transmutation **CL** 10th
Slot weapon **Price** 41,000 gp (DC 31) **Weight** 10 lbs
This horrific Ironclub Oni weapon resembles a massive spiked tetsubo carved from mahogany and banded with thick iron rings. Its tip is carved in the shape of an erect, threatening penis, the glans covered in hooked nails.

The Rapacious Tetsubo is a **+2 furyborn tetsubo.** On a critical hit, the target is affected by *fucked to death,* cast by a 10th level caster.

A good character touching or wielding the Rapicious Tetsubo gains a negative level; this never results in actual level loss but cannot be removed in any way while the weapon is wielded. Ironclub Oni do not suffer a negative level when handling this weapon, regardless of their actual alignment.

Construction
Requirements Craft Magic Arms and Armor, *fucked to death, rage* creator must either be evil or be an Ironclub Oni
Cost 20,500 gp (DC 28)

ROSARY OF THE BLADE

Aura moderate illusion and conjuration **CL** 10th
Slot weapon **Price** 16,000 gp (DC 27) **Weight** 4 lbs (negligible weight when glammered)
The Rosary of the Blade is a finely wrought, smooth wooden rosary, with a lovingly carved depiction of the Virgin Mary. When commanded, the Rosary of the Blade becomes a gleaming Toledo steel longsword with a wooden, cruciform hilt. An image of the Virgin is carved into the blade.

The Rosary of the Blade is a **+2 glammered, ghost touch long sword.** Unlike ordinary glammered weapons, when in its rosary form, this blade has negligible weight.

Construction
Requirements Craft Magic Arms and Armor, *disguise self, magic aura*
Cost 8,000 gp (DC 25)

SENSEI'S RULER

Aura moderate transmutation **CL** 6th
Slot weapon **Price** 28,300 gp (DC 29) **Weight** 2 lbs
This looks like an ordinary wooden ruler with one end wrapped in leather to make a solid grip, but it cuts as adeptly as any blade. The wood is painted a scholarly yellow with dark black measurements.

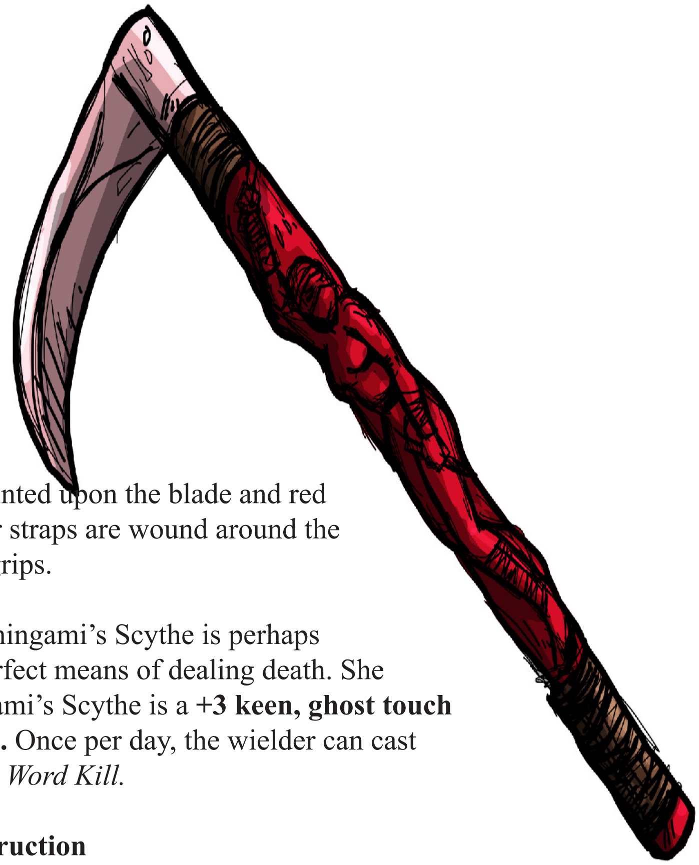
The Sensi's Ruler can transform into a variety of configurations. It always acts as a **+2 cunning (outsider) weapon,** and its cunning property is activated by Knowledge (the planes). The wielder can choose the Ruler's configuration as a move equivalent action.
The Ruler changes length depending on what type of blade it is emulating: *dagger* (6 in), *short sword* (12 in), *long sword* (36 in), *bastard sword* (48 in).

Characters with at least 5 ranks in Knowledge (the planes) are always considered proficient with Sensei's Ruler, regardless of what weapon it is emulating.

Construction
Requirements Craft Magic Arms and Armor, *shrink item, true strike*
Cost 14,150 gp (DC 27)

SHINGAMI'S SCYTHE

Aura overwhelming necromancy **CL** 17th
Slot weapon **Price** 83,200 gp (DC 33) **Weight** 10 lbs
This baroque weapon is a scythe made out of living bone, appearing like something grown rather than forged. The weapon's haft is over twelve feet long, and the curving blade erupts into a lethal assortment of razor edged fractal curves. Black kanji promising death and eternal damnation are painted upon the blade and red leather straps are wound around the hand grips.



The Shingami's Scythe is perhaps the perfect means of dealing death. She Shingami's Scythe is a **+3 keen, ghost touch scythe.** Once per day, the wielder can cast *Power Word Kill.*

Construction
Requirements Craft Magic Arms and Armor, *keen edge, plane shift, power word (kill)*
Cost 41,600 gp (DC 31)

SKYFIRE RIFLE

Aura strong evocation **CL** 7th
Slot weapon **Price** 16,500 gp (DC 27) **Weight** 7 lbs
The Skyfire Rifle is a WWII-era Japanese bolt action rifle. The weapon is well oiled and in pristine condition, distinguished from other historic rifles by a pair of golden rings encircling the barrel and a golden Rising Son logo on the wooden buttstock.

The Skyfire Rifle is a **+3 igniting, liming T-38 Rifle.**

Construction
Requirements Craft Magic Arms and Armor, *fairy fire, fireball*
Cost 8,250 gp (DC 25)

SMALL BREASTED KAMA

Aura moderate evocation **CL** 9th
Slot weapon **Price** 60,000 gp (DC 32) **Weight** 2 lbs
This kama has a solid oak handle carved in the shape of a petite female ninja, lacquered blood red, with a bright pink blade forged from fine steel alloyed with a few unique magical reagents to give it the color.

The Small Breasted Kama is a **+2 kama of speed.** The wielder receives an additional enhancement bonus on attack and damage rolls made against female targets based on the size of the target's breasts. This weapon receives no additional bonus against targets with the *Small Breasts Forever* trait.

- It is considered a +3 Kama of Speed against small or normally breasted targets.
- It is considered a +4 Kama of Speed against large (or multiply) breasted targets.
- It is considered a +5 Kama of Speed against targets with the Busty Extreme trait.

Special: Only female creatures with the *Small Breasts Forever!* trait can benefit from this magical weapon; other characters treat this as a masterwork kama instead.

Construction

Requirements Craft Magic Arms and Armor, *haste, destruction of breasts*, creator must have the *Small Breasts Forever* trait

Cost 30,000 gp (DC 30)

SOLENOID QUENCH CANNON

Aura strong transmutation **CL** 15th

Slot weapon **Price** 125,000 gp (DC 34) **Weight** 85 lbs

The Solenoid Quench Cannon was developed by American occult-armorers for use by Assault Witch wings during ultra-high intensity combat. Three SQCs have been produced, and only one is deployed to Japan; it requires high level clearance to authorize its use in battle. The SQC utilizes magnetic repulsion technology to accelerate a 20 MM projectile at transonic speeds. The same mag-lev technology allows the weapon to hover, adjacent to the shooter, and absorb recoil. The user commands the SQC by vocal cues- the mystical super-weapon has a rudimentary soul, about as intelligent and dedicated as a loyal hunting dog. The weapon system will move to protect its shooter instinctively.

The Solenoid Quench Cannon is a **+5 countering, dancing, defending sniper railgun** (*The Advanced Arsenal*, Otherverse Games, 2014)**.** The weapon floats in the square adjacent to the wielder at all times, and does not count against encumbrance.

Construction

Requirements Craft Magic Arms and Armor, *animate objects, cat's grace, shield*

Cost 62,500 gp (DC 32)

SPIRIT BANISHING BLADE

Aura strong conjuration **CL** 14th

Slot weapon **Price** 36,000 gp (DC 30) **Weight** 5 lbs

This long and heavy single-edged long sword is ringed with nine smooth jade ovals The weapon's long haft is wrapped in blood red silk, with a pommel resembling a snarling dragon. When drawn, the air stinks like temple incense around the holy weapon.

The Spirit Banishing Blade is a **+2 disrupting, holy 9-ring broadsword.** The weapon has the *disrupting* property, normally reserved for bludgeoning weapons.

Construction

Requirements Craft Magic Arms and Armor, *heal, holy smite,* creator must be good

Cost 18,000 gp (DC 28)

SPLATTERCORE SHOTGUN

Aura strong necromancy **CL** 10th

Slot Price 73,000 gp (DC 33) **Weight** 7 lbs

The Splattercore Shotgun is a crudely sawed off Ithaca shotgun, with its wood stock wrapped in tanned leather made from a murdered woman's intestines. It is not a pretty weapon, not a good weapon or a heroic weapon, but it is an effective one.

The Splattercore Shotgun is a **+3 wounding combat shotgun**. On a confirmed critical hit with this shotgun, the victim suffers 2d4 points of temporary CON damage, as the shotgun's pellets rip apart their guts and turn viscera into bloody shreds.

Construction

Requirements Craft Magic Arms and Armor, *bleed, bestow curse*

Cost 36,500 gp (DC 31)

SPLAY ROCKER

Aura moderate evocation **CL** 12th

Slot weapon **Price** 17,050 gp (DC 28) **Weight** 4 lbs

The resonating body of this electric guitar is sculpted in the shape of a woman's labia, open and moist and pink against the walnut wood of the guitar. The fret is placed oddly, at the junction of the guitar's body and neck, where the clit would be on a woman. Playing the guitar is very much like masturbating.

The Splay Rocker is a **+2 pleasuring burst squealer rocker**. When making Perform checks with this rocker, the wielder makes both a Perform (stringed) and a Perform (sexual) check and takes the better result. The Splay Rocker provides the wielder with a +3 competence bonus on Perform (stringed) checks.

Construction
Requirements Craft Magic Arms and Armor, *deadly pleasures, orgasmic instrument*, creator must have 5 ranks in Perform (stringed)
Cost 8,525 gp (DC 25)

STRIKER, GENKI

Aura moderate evocation **CL** 8th
Slot weapon **Price** 16,400 gp (DC 28) **Weight** 1 lb
This aluminum baseball bat has an intense cherry-red paint job with yellow flames shooting up the length. Every hit's a home run! Play ball!

The Genki Striker is a **+2 furyborn, mighty cleaving club.** If used in mundane sports, the wielder gets a +8 competence bonus on Profession (athlete) checks.

Construction
Requirements Craft Magic Arms and Armor, *divine power, rage*
Cost 8,200 gp (DC 25)

STRIKER, SUKEBAN'S

Aura moderate evocation **CL** 7th
Slot weapon **Price** 4,600 gp (DC 23) **Weight** 1 lb
This matte black aluminum baseball bat is wrapped in bright pink ribbons and shreds of tattered yellow crime scene tape.

The Sukeban's Striker is a **+1 club** by default. If wielded by a female character with either the Child Offender or the Yakuza cultural templates, it acts as a **+1 anarchic club** instead.

Construction
Requirements Craft Magic Arms and Armor, *chaos hammer,* creator must be chaotic
Cost 2,300 gp (DC 21)

SUICIDE CUTTER

Aura faint necromancy **CL** 3rd
Slot weapon **Price** 6,660 gp (DC 24) **Weight** negligible
This weapon is a simple retractable craft knife, but the orange plastic case is splattered with blood that has dried to a brownish crust.

The Suicide Cutter is statistically a **+1 scalpel.** The wielder can slice their wrists and forearms with the blade as a full round action, suffering maximum normal damage, and suffering Bleed 1, which continues until the character takes a full round action to stop the bleeding, or they receive any other effect that would end a Bleeding wound.

For every five HP lost to the Suicide Cutter, the blade gains first the Wounding property and than a cumulative +1 enhancement bonus (to become a *+5 wounding scalpel* at its maximum potency). When the wielder reaches 10th level, she must suffer HP loss in 10 point increments to achieve the same effect.

Construction
Requirements Craft Magic Arms and Armor, *bleed*
Cost 3,330 gp (DC 22)

SUPER ARREST REVOLVER

Aura moderate evocation **CL** 7th
Slot weapon **Price** 13,750 gp (DC 27) **Weight** 2 lbs
These well-maintained but bulky and archaic revolvers date back to the reconstruction era, and most have their date of forging stamped on the butt: beginning in 1946 and ending in 1952, when the run of these weapons finished. Some Super Arrest Revolvers have the name of a particularly notorious court case a former wielder solved etched into the barrel.

The Super Arrest Revolver is a **+3 axiomatic, ominous Ruger Service-Six revolver.** If a creature wounded by the Super Arrest Revolver is placed in manacles, handcuffs or similar restraints within a minute of the injury, the creature suffers a penalty on all Escape Artist and STR checks made to escape the bonds equal to the weapon's enchantment bonus.

Construction
Requirements Craft Magic Arms and Armor, *doom, order's wrath*
Cost 6,875 gp (DC 25)

SUPER SCIENTIFIC RAILGUN

Aura strong abjuration and conjuration **CL** 14th
Slot weapon **Price** 65,000 gp (DC 32) **Weight** 30 lbs
This unique railgun is the gleaming, glossy cloud-white of a new iPad, accented by cool blue indicator lights and intuitive touch screen displays and control surfaces. It is clean, modern and rational…a perfect weapon against a world that is anything but.

The Super Scientific Railgun is a **+3 axiomatic, dispelling burst sniper railgun of disruption.**

Any non-lawful, outsider, fey or undead creature wielding the weapon suffers one negative level, which never results in actual level loss, but cannot be removed while the weapon is wielded.

Construction
Requirements Craft Magic Arms and Armor, *greater dispel magic, heal, order's wrath,* creator must be lawful
Cost 32,500 gp (DC 30)

SURVIVAL PISTOL

Aura faint divination **CL** 7th
Slot weapon **Price** 4,000 gp (DC 23) **Weight** 1 lb
This WWII era Japanese pistol appears rusted and in generally poor repair. The wood grips are water stained and discolored by old sweat, but the weapon still fires as crisply as if it were factory-new.

The Survival Pistol is a **+1 Huntsman T-94 Pistol.** If the pistol is placed flat in the wearer's palm, the weapon will rotate slowly, so the barrel points to true north, like a compass.

Construction
Requirements Craft Magic Arms and Armor, *detect animal and plants*
Cost 2,000 gp (DC 20)

SUMMONERS STAFF.

Aura strong conjuration **CL** 14th
Slot weapon **Price** 41,600 gp (DC 31) **Weight** 2-3 lbs
This **+1 merciful quarterstaff** is so ornately decorated it seems like it would be all-but-useless in actual combat, but still packs a punch. The staff's decorations recall the fur, feathers or scales of a specific Eidolon, and the staff is made of strange magical woods and metals of similar color and texture to that Eidolon.

While holding this staff in hand, once per day, the Summoner may summon his or her Eidolon as a standard action.

Construction
Requirements Craft Magic Arms & Armor, *Summon Eidolon, Instant Summons*
Cost 28,000 gp (DC 30)

TANK-KILLER BLADE

Aura strong transmutation **CL** 10th
Slot weapon **Price** 18,000 gp (DC 28) **Weight** 8 lbs
The Tank-Killer Blade is goliath bastard sword forged from the recycled wing of an A-10 Thunderbolt ground attack plane. The blade is painted in stark black and white, decorated with the shocking red and white of the Japanese ensign.

The Tank-Killer Blade is a **+2 Keen, Impact Bastard Sword.** The Tank-Killer Blade ignores Hardness when used against Constructs and vehicles of Size Huge or larger; it does not affect the Hardness or Large or smaller Constructs or vehicles.

Construction
Requirements Craft Magic Arms and Armor, *bull's strength, keen edge, righteous might, shatter*
Cost 9,000 gp (DC 25)

TBMS CATCHERS TONFA

Aura faint conjuration **CL** 8th
Slot weapon **Price** 4,000 gp (DC 23) **Weight** 2 lbs
This heavy plastic tonfa is as drab and grey as the men who wield it. The hilt is emblazoned with the crest of the Tokyo Bureau of Mythological Sanitation.

The TMBS Catcher's Tonfa is a **+1 Anthrobane tonfa.** The weapon's bane property activates when used against any creature with the Anthro subtype, as well as against Nekomusume, which are TBMS catchmen's most common prey.

Construction
Requirements Craft Magic Arms and Armor, *summon monster I*
Cost 2,000 gp (DC 20)

TOKYO METROPOLITAN POLICE DEPARTMENT SPECIAL

Aura moderate divination **CL** 5th
Slot weapon **Price** 6,500 gp (DC 24) **Weight** 2 lbs
The Tokyo MPD Special is a supernaturally modified Glock, distinguished from ordinary firearms of its kind by the golden kanji embossed into the barrel and slide. The kanji is the oath of enlistment in the Tokyo police department.

The Tokyo MPD Special is a **+1 Glock 17 pistol.** The wielder does not suffer a penalty for firing into melee with this weapon, and if he or she misses, the shot will not strike another living creature.

Construction
Requirements Craft Magic Arms and Armor, *true strike*
Cost 3,250 gp (DC 22)

TWIN MOON DAGGERS

Aura moderate transmutation **CL** 10th
Slot weapon **Price** 7,500 gp (DC 25)
Weight 1 lb (per blade)

Twin Moon Daggers are dramatically curved blades, shaped like a crescent moon. An alloy of luminous steel is inlaid just before the cutting edge- this crescent glows coldly in the darkness.

Twin Moon Daggers are a pair of **+2 keen sickles.** When both daggers in the set (which has identical *kanji* markings and luminous patterns) are wielded together, the wielder gains the Improved Two-Weapon Fighting feat, even if he does not meet the prerequisites. The price given is for a pair of Twin Moon Daggers.

Construction Craft Magic Arms and Armor, *keen edge, haste*
Requirements
Cost 3,750 gp (DC 23)

ULTRA-GORE CHAINSAW

Aura overwhelming necromancy
CL 18th **Slot** weapon
Price 104,750 gp (DC 34)
Weight 10 lbs

This industrial chainsaw has a dingy red casing splattered with crusted blood so old its black. The chain blade itself is exaggerated and lethal, studded with twisted hooked shards of steel.

The Ultra-Gore Chainsaw is a **+3 keen chainsaw.** On a confirmed critical hit with the Ultra-Gore Chainsaw, the target is chewed apart, rending them to bloody chunks Few beings can survive such dramatic over-kill.

Construction
Requirements Craft Magic Arms and Armor, *keen edge*, *bisecting cleave*
Cost 52,375 gp (DC 32)

ULTRA-GORE KATANA

Aura overwhelming necromancy
CL 18th **Slot** none
Price 104,750 gp (DC 34)
Weight 2 lbs

This katana seems like a relic of the Edo period, finely crafted and lethal history. But a twist of a concealed trigger in the hilt, the blade expands, splitting apart on previously concealed lines, becoming a baroque horror of lethal edges and jagged hooks and scalpels. The weapon stinks of blood, always and forever.

The Ultra-Gore Katana is a **+4 katana** with a heavily modified version of the vorpal property. On a confirmed critical hit with the Ultra-Gore Katana, the target is bisected down the midline of their body, gutting them from crotch to skull. Few beings can survive such dramatic over-kill.

Construction
Requirements Craft Magic Arms and Armor, *bisecting cleave*
Cost 52,375 gp (DC 32)

VIRGINS GLASS WAND

Aura moderate transmutation **CL** 9th
Slot weapon **Price** 11,000 gp (DC 26) **Weight** 1 lb
This colorful, beautifully sculpted wand is formed from amber, gold and pink glass. It is topped with a lovely sculpted swan made of orange and white glass. The wand is smooth and tapered, easy to wield in the hand, and just as easy and comfortable to insert into the body…a perfect tool for either love or war.

The Virgin's Glass Wand is a **+2 Called Cute Wand.** If the wielder spends at least thirty minutes masturbating to orgasm with the wand, it gains an additional enchantment, which remains in place for eight hours or until the wielder next sleeps or rests.

- If the wielder masturbates vaginally, the Virgin's Glass Wand is treated as being a ***+3 Called, Pleasuring Cute Wand***.
- If the wielder masturbates anally, the Virgin's Glass Wand is treated as being a ***+3 Called, Defending Cute Wand.***

Special: Only female characters can fire a Cute Wand.
Construction
Requirements Craft Magic Arms and Armor, *breath of ecstasy, shield, teleport*
Cost 5,500 gp (DC 24)

VIPER TONGUE MEMPO

Aura stong evocation **CL** 8th
Slot head and weapon **Price** 9,000 gp (DC 25)
Weight 2 lbs
This wood and lacquer mempo (face mask) is similar to the fearsome masks worn by fully armored samurai in ancient days. The mempo depicts a leering, fanged grimace with a long red tongue licking at swollen lips the color of a bruised plum.

Creatures wearing a Viper Tongue Mempo gain the ability to transform their tongue into a prehensile, chainlike weapon with all the sensitivity and flexibility of their natural tongue, and the orgasmic possibilities of a human penis.

The Viper Tongue is **+2 mighty cleaving spiked chain.** The Mempo's wearer is considered proficient with the weapon. In addition to its utility as a weapon, the spiked chain created by the Viper Tongue Mempo is considered a penis for the use of sexual magic. The wearer cannot speak or use spells with verbal components while the spiked chain is extended, but can draw or retract the spiked chain as a free action.

If the Mempo's spiked chain is sundered, the mask becomes useless for 24 hours, and the wearer loses the ability to speak for a similar period. The spiked chain has Hardness 5 and 20 HP.

Construction
Requirements Craft Magic Arms and Armor, *divine power*
Cost 4,500 gp (DC 23)

WHITE MAGES STAVE

Aura moderate abjuration **CL** 10th
Slot none **Price** 31,000 gp (DC 30) **Weight** 2 lbs
This long, ornately carved quarterstaff is made of white oak inlaid with silver and ivory. The head is an ornately carved symbol of beauty and purity, such as a swan taking flight, a sculpted angel with wings outstretched, or a dragon of purest silver.

The White Mage's Stave acts as a silver weapon for the purpose of overcoming damage reduction, and is a **+2 merciful quarterstaff.** If wielded by a Cleric with the

White Mage archetype, treat the character's Channel Energy ability as being improved by +2 dice, both for determining the amount of healing provided or the duration and efficacy of the White Barrier.

Construction
Requirements Craft Magic Arms and Armor, creator must be a White Mage (cleric), *cure light wounds, shield of faith*
Cost 15,500 gp (DC 27)

X HUNTERS BLADE

Aura moderate transmutation **CL** 9th
Slot weapon **Price** 39,000 gp (DC 31) **Weight** 7 lbs
This baroque, wide-bladed heavy sword has a grotesque and ornate cross guard, resembling a screaming, fanged skull. Silver ribs arranged in a cross-bones pattern flank the skull, while the hilt is wrapped in sable leather.

The X Hunter's Blade is a **+3 silvered undead bane bastard sword of speed.**

Construction
Requirements Craft Magic Arms and Armor, *haste, summon monster I*
Cost 19,500 gp (DC 28)

X HUNTERS CHAINSAW

Aura moderate conjuration **CL** 5th
Slot weapon **Price** 11,350 gp (DC 26) **Weight** 10 lbs
This massive industrial chainsaw has a blood red casing over the high-torque motor decorated with heavy silver spines and hooks. The saw's finger-length teeth are jagged and serrated and the motor roars with a viscous hunger. A heavy silver knob switch by the pull cord has settings that depict a broken skull, a clawed paw and a human hand.

The X-Hunter's Chainsaw is a **+2 X-bane chainsaw.** The weapon's Bane property can be switched by the user as a move-equivalent action between *undead bane* (skull), *human bane* (hand) or *aberration bane* (paw).

Construction
Requirements Craft Magic Arms and Armor, *summon monster I*
Cost 5,675 gp (DC 24)

YAKUZAS PISTOL

Aura strong evocation and conjuration **CL** 5th
Slot weapon **Price** 25,000 gp (DC 29) **Weight**
The Yakuza's Pistol is a pearl handled .44 caliber revolver that has been selectively gilded. The milky white handle has been stained and painted with the same care that its criminal wielder was tattooed with. The Yakuza's Pistol is flashy, cocky, arrogant, blinged out and ostentatious- a perfect signature weapon for a Yakuza gunslinger.

The Yakuza's Pistol is a **+2 flaming Colt Python pistol.** Any tattooed Yakuza character can command the pistol to disappear, hiding within one of the wielder's tattoos as a new ink design. The wielder can command the Yakuza's Pistol to disappear as a move equivalent action, or recall it to appear in his hand, as a swift action. While transformed into a tattoo, the Yakuza's Pistol cannot be detected nor affected by magic.

Construction
Requirements Craft Magic Arms and Armor, *fireball, summon weapon*
Cost 12,500 gp (DC 27)

YASUKUNI GUNTO

Aura faint transmutation **CL** 2nd
Slot weapon **Price** 2,750 gp (DC 21) **Weight** 2 lbs
The most basic blades forged at Yasukuni Shrine during the war years were the simple *gunto*- mass produced katana carried by Japanese Imperial Army officers. The Japanese military was required to surrender all these weakly enchanted katana to the triumphant allies for destruction, but many, perhaps hundreds, of Yasukuni Gunto disappeared from history. Some of these historic blades are in the hands of Japan's ultra-nationalist right wing, or else owned by Yakuza clans that share their goals.

Yasukuni Gunto are simply **+1 katana.**

Construction
Requirements Craft Magic Arms and Armor
Cost 1,375 gp (DC 19)

YASUKUNI KATANA

Aura moderate enchantment and necromancy **CL** 10th
Slot weapon **Price** 19,500 gp (DC 26) **Weight** 6 lbs
The Yasukuni Shrine, in Chiyoda, is sacred to the memory of Japan's war dead, and is despised by the international community due to its enshrinement of the souls of some of the worst war criminals of WWII. The Yasukuni Shrine has become a political lightning rod.

In 1933, fine katana were forged at the Yasukuni Shrine using traditional methods by monks and bladesmiths working there. These weapons were forged to meet the escalating demand for officer's swords for Japan's rapidly swelling military.

Yasukuni Katana are **+2 wounding katana.**

While wielding a Yasukuni Katana, the wielder receives a +5 competence bonus on Knowledge (tactics) and

Intimidate checks made against non-Japanese humans. The wielder is treated as having the Power Attack feat, but is always considered to be power attacking to the greatest degree possible when making a melee attack against any non-Japanese human.

While wielding or carrying the Yasukuni Katana, the character suffers a -5 penalty on Sense Motive and all CHA-based skill checks (except Intimidate) against humans of non-Japanese descent.

Construction
Requirements Craft Magic Arms and Armor, *bleed, lesser geas,* creator must be of Japanese descent
Cost 9,750 gp (DC 26)

YASUKUNI WAKIZASHI

Aura overwhelming necromancy **CL** 17th
Slot weapon **Price** 326,000 gp (DC 37) **Weight** 2 lbs
This tempered steel wakizashi is the companion of the fine katana forged by the long-ago monks and smiths of the Yasukuni shrine. The hilt is wrapped in black leather, and the personal *mon* of the blade's creator includes kanji for both *death* and *peace*. During WWII these wakizashi were used to execute the most dangerous of American soldiers- those with magical or supernormal abilities they used against the Rising Sun. Only a tiny handful of these short swords were forged, in contrast to the dozens of enchanted katana forged by the mystic swordsmiths of Yasukuni.

The Yasukuni Wakizashi is a **+1 Humanbane Wakizashi.** If it slays a living human of non-Japanese descent, at the moment of the creature's death, the wielder can decide to activate its *soul bind* power as an immediate action. The Yasukuni Wakizashi has the soul bind ability, save that it can only affect non-Japanese Humans; it cannot affect other creature types. It may only affect Humans with 20 levels/HD or fewer. Creatures with more levels/HD are immune to the *soul bind* effect.

The Yasukuni Wakizashi can bind one soul at any given time. While a soul is bound to the blade, the sword's blade becomes blood red and drips warm blood continually. The weapon gains an additionally +1 enhancement bonus per 4 full HD possessed by the trapped soul (maximum version: +6 humanbane wakizashi). If the wielder chooses to trap another soul, the currently held soul is freed, even if the trapped soul proves immune to the effect or saves against the *soul bind* effect.

Construction
Requirements Craft Magic Arms and Armor, *soul bind, summon monster I*
Cost 163,000 gp (DC 34)

YUBITSUME BLADE

Aura moderate abjuration **CL** 9th
Slot weapon **Price** 11,000 gp (DC 26) **Weight** 1 lb
The Yakuza ritual of *yubitsume*, or finger-cutting as a means of atonement, is traditionally carried out with a short dagger, sharpened to a keen edge. This white handled blade is often used for this purpose.

A Yubitsume Blade is a **+1 dagger.** Once per week, as part of an hour long ceremony requiring a clean white cloth and incense worth 100 gp, the wielder can slice off a joint of one of their fingers. Each time this ritual is preformed, the wielder permanently suffers a -1 penalty on skill checks made with this hand; if the penalty grows to -5 or greater, the wielder also suffers a -2 penalty on attack rolls with that hand. This ritual functions as *atonement* once completed.

Construction
Requirements Craft Magic Arms and Armor, *atonement*
Cost 5,500 gp (DC 23)

YUREI'S CUTTER

Aura moderate evocation (chaotic) **CL** 7th
Slot weapon **Price** 16,000 gp (DC 27) **Weight** neg.
A box-cutter, simple and easily accessible even to children in a culture that disdains guns. A weapon that draws no attention whatsoever, except on the corners of the Internet where Nevada-Tan has become a meme.

A Yurei's Cutter is a black handled box cutter that acts as a **+1 anarchic keen dagger** when in the hands of any Yurei. In the hands of another race, it is merely a **+1 dagger.**

Construction
Requirements Craft Magic Arms and Armor, *chaos hammer, keen edge*
Cost 8,000 gp (DC 25)

MINOR & MAJOR ARTIFACTS

This section details all the various artifact level items that could conceivably be discovered somewhere in Black Japan or the Tatakama. The exact locations and capabilities of these items are shrouded in myth and oft-inaccurate legend.

These artifacts are grouped in the same categories as other magical items: magical costuming, magical weapons, consumable items and other wondrous items.

These artifacts are grouped in the same categories as other magical items: magical costuming, magical weapons, consumable items and other wondrous items… all of these preceded by a description of the Imperial Regalia of Japan, which are the most precious items in the campaign. The Imperial Regalia is Japan's soul, made tangible by the actions of its gods.

Rather than two sections describing major and minor artifacts, this chapter instead lists the artifact's type and relative rarity directly below the artifacts name. Of course, what it means for an artifact level item to be 'common' is purely in the game master's hands, but such an item is infinitely easier to find than a 'rare' artifact, which in turn is far more common than truly unique artifacts, which are often historic treasures beyond price. It can be a quest spanning an entire campaign to even catch a glimpse of one of Black Japan's unique artifacts….

THE IMPERIAL REGALIA OF JAPAN

Three treasures compose the Japanese Imperial Regalia: a mirror, a chain of jewels and the finest sword ever forged, the prototype of all other katana. The mirror and jewels remain in the Earth realm, in high security vaults beneath the Imperial Palace in Tokyo. Invaluable but non-magical duplicates are displayed publicly, and most Japanese believe these decoys are the true Regalia. Only the Imperial family and their most trusted retainers ever lay eyes upon the true Regalia. The sword, Kusanagi, has been lost for ages…..

KATA YAGAMI, THE IMPERIAL MIRROR OF JAPAN

Unique Major Artifact

Aura overwhelming conjuration **CL** 40th

Slot none **Weight** 3 lbs

The mirror that lured the sun goddess Amaterasu out of her cave is part of Japan's legendary Imperial Regalia. This large hand mirror is gleaming silvered glass backed with the finest, whitest ivory, and decorated with gleaming gold. The mirror's frame resembles a woman's vulva, splayed and lustful, and a tail of silvery horsehair hangs from the top of the frame, mimicking a woman's pubic thatch.

Kata Yagami reflects creatures with such fidelity and beauty that those viewing themselves in the silvery depths are so overcome with joy at their own beauty that they break any bonds holding them, even bonds of depression, guilt or death itself.

Once per day, Kata Yagami can be ritually revealed as a full round action. Doing so applies any or all of the following beneficial effects, as necessary to the creature displayed in the mirror:

- Atonement (as cast by a cleric of the creature's faith)
- Greater Restoration
- Heal
- Remove Curse
- Remove Disease
- True Resurrection

Only a single creature may be displayed in the Kata Yamagi in this manner.

KUSANAGI, THE IMPERIAL KATANA OF JAPAN

Unique Major Artifact

Aura overwhelming necromancy (law) **CL** 50th

Slot weapon **Weight** 5 lbs

Kusanagi is the first and greatest katana ever forged. The gently curving, vermillion blade is so sharp it can effortlessly bisect a bolt of silk rested along the cutting edge. The hilt is wrapped in auburn leather, and the blade's tang is inscribed with a divine maker's mark. The blade was forged by Susano-Wo, now known as the cruel and regal Tatehaya, and bears his personal sigil. Kusanagi has been lost somewhere in the Tatakama since the defeat of the Taira Clan during Japan's feudal period.

Kusanagi is the finest katana ever forged. The blade is a **+5 axiomatic vorpal dragonbane keen katana.** When wielded by a person of Japanese descent, Kusanagi is considered a light, one handed weapon, which automatically confirms critical hits.

Kusanagi is the sharpest blade in the universe. Kusanagi's wielder automatically succeeds at Combat Maneuver checks made to sunder an opponent's weapon. Only other artifact level weapons and shields are immune to automatic sundering, and require a normal CMB check to resolve.

THE MAGATAMA, THE IMPERIAL JEWELS OF JAPAN

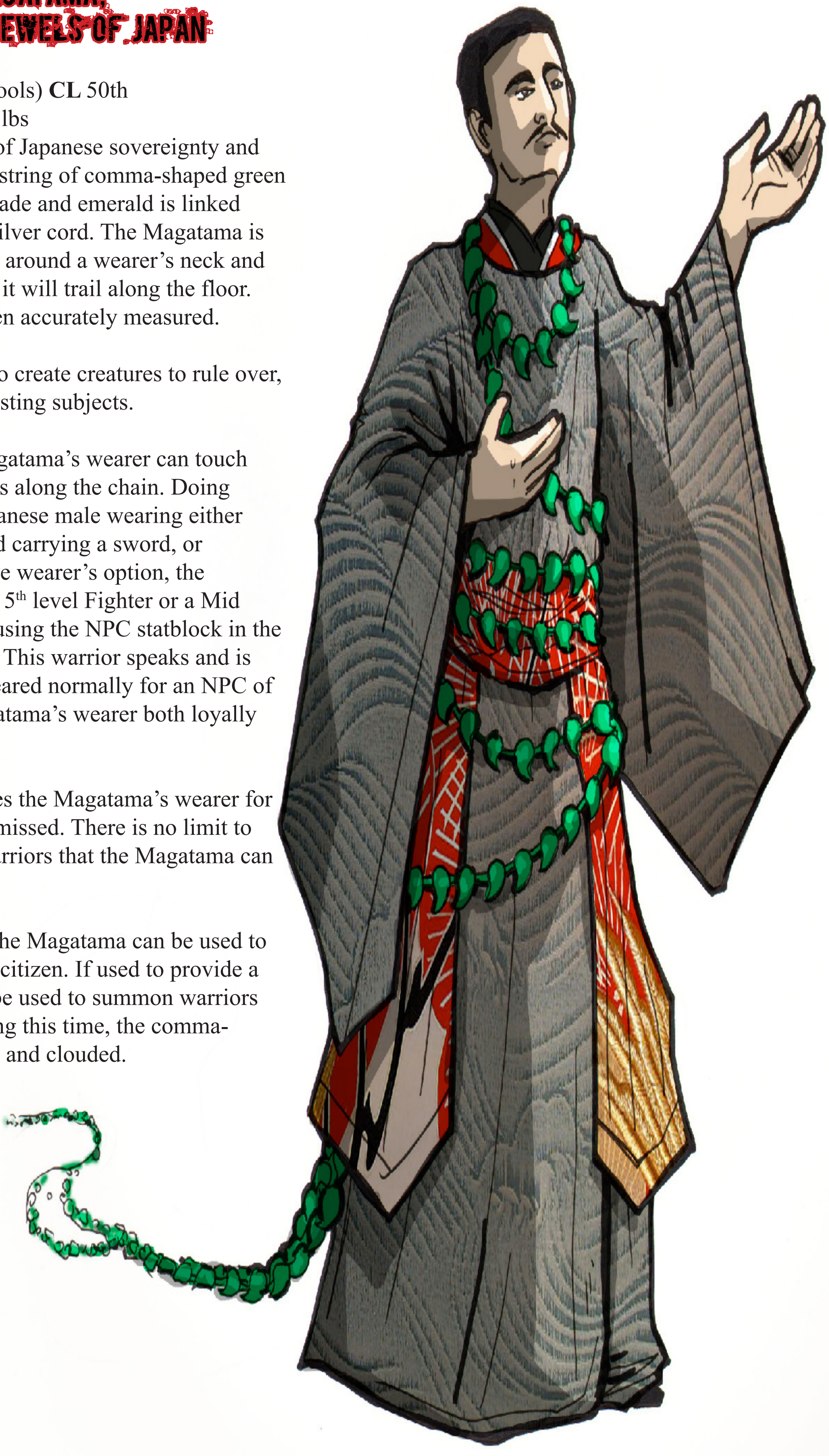
Unique Major Artifact
Aura overwhelming (all schools) **CL** 50th
Slot neck **Weight** at least 12 lbs
The Magatama are symbols of Japanese sovereignty and majesty. This endlessly long string of comma-shaped green stones, a mystical hybrid of jade and emerald is linked together on an unbreakable silver cord. The Magatama is long enough it can be looped around a wearer's neck and body a dozen times, and still it will trail along the floor. The Magatama has never been accurately measured.

The Magatama can be used to create creatures to rule over, or to improve the lives of existing subjects.

As a standard action, the Magatama's wearer can touch one of the infinite green gems along the chain. Doing so summons a warrior- a Japanese male wearing either traditional samurai armor and carrying a sword, or a modern JSDF soldier. At the wearer's option, the Magatama summons either a 5th level Fighter or a Mid Level Police Officer (CR 5, using the NPC statblock in the D20 Modern core rulebook). This warrior speaks and is literate in Japanese, and is geared normally for an NPC of his type, and serves the Magatama's wearer both loyally and intelligently.

The summoned warrior serves the Magatama's wearer for one hour or until slain or dismissed. There is no limit to the number of summoned warriors that the Magatama can create at any given time.

Alternatively, once per day, the Magatama can be used to grant a *wish* to any Japanese citizen. If used to provide a *wish,* the Magatama cannot be used to summon warriors for 24 hours afterward. During this time, the comma-shaped gem stones seem dull and clouded.



Destruction
As Japan's Imperial Regalia, the sword, mirror and jewels can only be permanently destroyed if the nation of Japan itself is destroyed, its government annihilated and the Japanese race either slaughtered to the last man or completely conquered, without even the hope of rebellion.

When Susano-Wo left the Earth Realm in disgrace, he took the sword with him into exile somewhere in the Tatakama. As a result of his theft, he may have forever prevented the destruction of the Imperial Regalia. As long as the lost and legendary sword exists, Japan is never truly defeated.

ARTIFACT ARMORS AND COSTUMING

AFTERLIFE ARMOR

Common Minor Artifact

Aura strong conjuration and abjuration **CL** 21st

Slot armor and body **Weight** 5-8 lbs

This tight fitting black rubber and latex skinsuit is ribbed with multiple seams and fiber optic conduits running across its glossy surface. Luminous bluish disks adorn every major joint, and smaller white LEDs adorn every major muscle group.

A suit of Afterlife Armor can only be used to benefit a single wearer, who the armor permanently bonds to. The Afterlife Armor can only be bound to a recently slain humanoid or monstrous humanoid creature, dead less than 24 hours. The corpse must be stripped nude and ritually washed before being dressed in Afterlife Armor. The Afterlife Armor provides the benefit of a *true resurrection* to the wearer, returning them to life within 1d4 minutes of the armor being completely donned. The wearer does not gain negative levels for being returned to life in this manner.

However, the wearer becomes dependant on the Afterlife Armor for survival. When the Armor is removed, the wearer's hold on existence becomes much more tenuous, and his or her maximum Hit Point total is reduced to a single HP per Hit Dice plus his or her CON modifier.

Afterlife Armor acts as a suit of **+2 heavy fortification studded leather armor.**

Destruction

The Afterlife Armor's wearer must be slain while garbed in the armor. The armor burns away in black flames which char the corpse beyond recognition and prevent the wearer from being *raised* or *resurrected.*

THE ARMOR OF ST. PETER

Unique Major Artifact

Aura overwhelming abjuration **CL** 25th

Slot armor **Weight** 52 lbs

The Armor of Saint Peter is a gleaming suit of full plate, forged from adamant and inlaid with gold and brass. Every joint is reinforced with gilding, encircled with Latin scriptures. A jangling set of long keys, hanging from an iron chain, is attached to the left gauntlet. The chest piece of the armor is etched with a Gospel passage- Jesus offering the keys to heaven to the Apostle Peter and establishing him as the first Pope. The Armor is kept in a high security vault on the Vatican grounds, only occasionally bequeathed to trusted, truly holy operatives, and only at the most dire need.

The Armor of St. Peter is a set of **+6 full plate of heavy fortification.** While wearing the Armor, the character is under a constant Freedom of Movement effect (CL 25th). The wielder gains the following spell like abilities.

- *Knock* – at will (CL 25th)
- *Banishment* – 3x/day (CL 25th – armor is considered an object evil outsiders fear or hate)

Only a lawful good character may wear the Armor of St. Peter. A non-lawful wearer suffers one negative level, while an evil wearer suffers two negative levels. These negative levels are cumulative, and cannot be removed while the armor is worn.

Destruction

If a method of truly destroying the Armor of St. Peter exists, it has never been discovered. Possibly an elder *oni* lord might be able to harm the armor, and only in the frozen depths of the Black Else. The intense cold might weaken the Armor enough that one of Hell's most horrific weapons could shatter it.

DEEP PULSE ARMOR

Rare Minor Artifact

Aura overwhelming transmutation (evil) **CL** 30th

Slot occupies all body slots when active **Weight** 25 lbs

Deep Pulse Armor is forged in the depths of the demon's realm, constructed by demonic smiths and armorers using technology that even the most advanced human science can't begin to understand. Deep Pulse seeds are worth a small fortune, a prize coveted beyond all other military secrets. In their inactive state, Deep Pulse seeds resemble long, tapering cylinders, warm to the touch. These organic, slick shafts are the color of dried blood and old bruises, and secrete a thick, vicious fluid with the coppery odor of old blood, which tingles like electric shocks.

A woman can slide the Deep Pulse Seed into her body, masturbating quickly to orgasm. As her climax approaches, the Pulse Seed comes to life, sending feeder tendrils deep into her body, and spreading its purple and black stain over her nude skin.

Within moments of activation the armored carapace hardens, becoming a sleek second skin of black and purple polymer, marked with dozens of blinking eye spots. The Pulse Armor covers every inch of the woman's body, covering her face in a slick, shell like helmet, which covers the woman up to the mask's vicious, insectoid mandibles. Somehow, the woman within can see though the featureless face mask.

The Deep Pulse Armor is a demonic symbiote which feeds on the host in exchange for raw physical power. Each day the Deep Pulse Armor is worn, the host suffers 1d3 points of temporary CON drain, as well as one point of temporary WIS drain, making the suit impractical and dangerous for long wear. While wearing the suit, the host requires at least twice as much food and water as a humanoid of equivalent size.

Donning the Deep Pulse Armor requires at least 10 minutes. Removing a Pulse Armor requires an act of will, and a full round action. The host is *nauseated* for 1d3 hours after removing the Deep Pulse seed. The Deep Pulse Armor returns to its dormant phallic state when not worn, waiting for another chance to serve.

While wearing the Deep Pulse Armor, the host receives a +4 enhancement bonus to DEX, a +2 enhancement bonus to STR, and a +6 natural armor bonus to defense. The Deep Pulse Armor grants its host *blindsense* 90 ft and *tremorsense* 60 ft

The Deep Pulse Armor possesses a natural bite attack, which deals 1d4 points of piercing damage, and threatens a critical hit on a natural 19-20 as a secondary attack. The Armor's talons inflict 1d8 points of slashing damage, and threaten a critical hit on a natural 20.

While wearing the Deep Pulse Armor, the host has access to the following feats, even if she does not normally meet the prerequisites:
- Cleave
- Elusive Target
- Vaginal Prison or Womanly Suffocation

The wearer gains the ability to *rage* as a barbarian of her total character level.
Special Deep Pulse Armor can only be worn by a female.

Destruction

A Deep Pulse Armor can only be destroyed permanently in its inactive 'seed' state. It must be carefully dissected by a temple *miko* (or other female cleric) who has never committed an act of violence for any reason.

HELL CORAL ARMOR

Rare Minor Artifact

Aura overwhelming transmutation **CL** 30th

Slot occupies all body slots in its active state **Weight** 34 lbs (active) neg. (inactive state)

There are rivers in hell, oceans, and seas. Lightless ocean trenches home to drowned souls and demonic predators who need no light to hunt. Dark coral reefs imprison the endlessly drowning souls of betrayers and rapists: souls that one day might evolve into another demonic atrocity. The Onis of the Black Else craft the dark coral that grows in their realm as easily as they twist flesh and spirit.

Hell Coral is a living thing, a demonic symbiote which anchors itself to its host body, hiding within the host's bone marrow when not needed. When extruded, the coral armor grows over the host's nude body like a burgundy and black cancer. Gnarled coral nodules and random spines jut through the host's skin. Deadly bone pincers grow over the host's hands, transforming humanoid into an unholy crab thing, and a thick carapace covers the host's face. Even though the host loses his human senses, he can still some how see and breath through the dark armor.

While wearing the heavy, dense Hell Coral Armor, the host receives a +14 natural armor bonus to Defense, but cannot benefit from a DEX bonus to Defense, and suffers a –8 armor check penalty. Due to the armor's aquatic nature, its host does not suffer any penalty on Swim checks while wearing the dark coral armor. The host is considered to be wearing heavy armor.

The Hell Coral Armor's vicious pincers grant the host a natural attack which does 2d6 points of slashing damage which threatens a critical hit on a natural 20; the host is always considered proficient with this natural weapon. The pincers grant the host the *Improved Grap* and *Constrict* traits, allowing him to deal automatic damage each round a grapple is maintained. While wearing the armor, the host cannot use his hands for anything other than combat: he cannot hold or manipulate objects, cast spells, use weapons or climb.

The Hell Coral Armor grants its wearer *tremorsense* within a 60 ft radius, as well as a burrow speed of 20 ft. While the armor is active, the wearer can survive indefinitely under water. All together, the armor transforms its wearer into a demonic ambush predator.

However, the Hell Coral Armor demands much of its host. Bonding to a suit of Hell Coral armor requires at least 8 hours of uninterrupted contact with the demonic carapace. Once bonded, each day of the symbiosis, the Hell Coral Armor drains a single point from the wearer's CON and WIS scores, semi-permanently reducing those attributes. If the armor's wearer does not use his pincers to deliver a *coup de gras* on a sentient creature with a CR equal to his own HD/total character level at least once every month, the temporary ability drain increases to 1d3 points each of CON and WIS per day, until the wearer commits murder.

The bond can only be broken by casting *remove curse,* and only than if the wearer is willing to give up the Hell Coral Armor's power. If the armor is removed while the wearer is alive, the wearer must succeed at a FORT save (DC 10 + the number of months he wore the armor) or suffer 1d6 points of permanent CON and WIS drain.

Extruding or retracting the armor is a full round action which provokes attacks of opportunity. It is also an intensely painful process, which renders the wearer *shaken* for 1d4+1 rounds after the transformation.

Destruction

The Hell Coral must remain in a fiery metal brazier for at least an entire year, without touching so much as a drop of water. If this is done, the armor dries and become so brittle it can be broken apart by a child's fingers.

HERSKIN

Rare Major Artifact

Aura overwhelming transmutation (evil) **CL** 30th

Slot occupies all body slots when activated **Weight** 17 lbs

Herskin is living symbiotic armor, demonic ultra-technology from a science mankind can't understand or easily replicate. Herskin seeds are highly coveted artifacts, worth incredible amounts to Black Tokyo's militaries and secretive black ops teams. In it's dormant state, a Herskin egg resembles a pulsing, peach like fruit made of rubbery black skin, covered in strange translucent ichor that stings like nettles when touched.

To don a suit of Herskin, a male must strip nude and penetrate the hungry, sexually voracious Herskin egg. As he nears orgasm, the egg pulses with life, and at the moment of climax, the Herskin egg bursts, spreading mystical tar across his body. Feeding tubes enter the male's urethra and anus, while Herskin barbs pierce veins and arteries, joining the symbiotic armor to its host.

The Herskin quickly hardens, transforming into a dark and angular carapace which covers the host from head to toe. The Herskin's impressive cranial crests and mandibles resemble a rhino beetles, and the host's eyes are hidden behind multiple clusters of spider like compound eyes. The Herskin is normally jet black and dark grey, but the carapace shifts color to a blood red when the host is enraged or aroused.

The Herskin is a demonic symbiote that feeds on the host in exchange for raw physical power. Each day the Herskin is worn, the host suffers 1d3 points of temporary CON drain, as well as one point of temporary CHA drain, making the suit impractical and dangerous for long wear. While wearing the suit, the host requires at least twice as much food and water as any other humanoid of equivalent size.

Donning the Herskin requires at least 10 minutes. Removing a Herskin requires an act of will, and a full round action. The host is *nauseated* for 1d3 hours after removing the Herskin seed. The Herskin returns to its dormant egg state when not in use, waiting for another chance to serve.

While wearing the Herskin, the host receives a +4 enhancement bonus to STR, a +2 enhancement bonus to DEX, and a +6 natural armor bonus to AC. The Herskin grants its host *low light vision* and the *scent* special quality.

The Herskin possesses a natural bite attack, which deals 1d6 points of piercing damage, and threatens a critical hit on a natural 19-20 as a secondary attack. The Herskin's talons inflict 1d8 points of slashing damage, and threaten a critical hit on a natural 20.

While wearing the Herskin, the host has access to the following feats, even if he does not normally meet the prerequisites:

- Cleave
- Combat Reflexes
- Phallic Spear Technique

While wearing Herskin, the character gains the ability to rage as a barbarian of his total character level.

Special Only males can wear and bond with Herskin, balancing and complementing the dark armor's feminine nature.

Destruction

The Herskin egg must be boiled in a mixture of semen from at least a dozen different men, then dried and burned to permanently destroy it.

LOCKET OF ST. JEANNE DARC

Unique Major Artifact
Aura overwhelming good, abjuration and evocation
CL 40th **Slot** neck
Weight negligible

This golden cameo opens to reveal a tiny and masterfully executed oil painting of a somber young woman in knightly armor, staring resolutely forward. A lock of the saint's hair, shorn before her execution, and a piece her thigh bone are held within the locket. For such a small cameo, it is surprisingly heavy.

Only lawful and neutral good females may safely wear the Locket of St. Jeanne D'Arc, and only benefit from it if they are in the Adult age category or younger. Middle aged and older wearers receive no benefit from this item, and such owners often pass the locket to a worthy successors. Any evil or chaotic creature that merely touches the locket suffers 5d6 fire damage (WILL DC 30 half- chaotic good characters receive a +2 luck bonus on this save). Male characters receive no benefit from this magic item.

While wearing the locket, a creature who meets the Locket's requirements gains the Smite Evil and Mercy class features of a 5th level Paladin. A Paladin who wears the locket improves their Smite Evil and Mercy class features by +5 levels.

Once per day, the wearer may clutch the locket and pray to St. Jeanne as a full round action. When she does, her existing armor and clothing vanishes in light and flames, and is replaced by Gothic Knight Plate (this sourcebook). Any weapon she wields are similarly replaced by a +5 flaming burst, vorpal weapon, which is either a great axe, bastard sword or long spear, at the wearer's choice. The wearer is proficient and gains Weapon Focus for the chosen weapon type.

While garbed in this holy armor, the wearer becomes a few inches taller and more heroic in appearance, her face resembling the face of Jeanne depicted on the locket. The character speaks and is literate in French and Celestial, and gains Immunity to Fire and Cold, as well as becoming immune to fear and death effects. The wearer's STR and CON modifiers each increase by +8 while so transformed, and she may add her CHA modifier (if positive) as a deflection bonus to Armor Class.

The wearer can maintain this transformed state for one minute per three character levels (maximum five minutes). At the end of this time, the Locket's wearer is *exhausted* for one minute, than *fatigued* until she next rests.

Destruction
The Locket of St. Jeanne D'Arc may only be destroyed if the wearer, while in her transformed state, is slain by a Fire effect that somehow overcomes her general Immunity to Fire. More than merely dying, the wearer must repudiate her faith or curse God with her dying thoughts; doing so cause the locket to crumble and burn.

PRETTY RAINBOW SERA FUKU

Common Minor Artifact
Aura overwhelming transmutation **CL** 20th
Slot armor **Weight** 2 lbs
This beautifully made sailor-style school uniform is made from only the finest silks, dyed in vibrant and strong colors. Each Pretty Rainbow Sera Fuku has a base color, usually cream, peach or ivory, and is accented with a large bow, neckerchief, skirt and boots in a bright hue that has alchemical correspondences to the intended wearer's birth sign.

The Pretty Rainbow Sera Fuku is a **+2 school uniform of Spell Resistance 22.** While wearing this armor, the wearer can spin or dance as a full round action to under go a spectacular transformation. In a flare of intense light, the wearer receives a +4 enhancement bonus to her STR, DEX, CON and CHA scores, and gains the Ferocity racial trait. The wearer's hair elongates, changes color and takes on some fabulous style while transformed, and she generally becomes stronger, fitter, more attractive and confident. While transformed, the wearer's unarmed strikes are considered magical weapons for the purpose of overcoming Damage Reduction.

The wearer can maintain her super-human transformed state for up to 3 minutes per activation, and is *fatigued* for 10 minutes after the transformation ends. The wearer can transform up to 3 times per day, but must devour a day's worth of rations between each transformation, and cannot transform while *fatigued* or *exhausted*.

Destruction
The Pretty Rainbow Sera Fuku turns into ordinary, non-magical clothing forever if the wearer breaks an oath or commits an intentional act of cowardice while wearing the school uniform in her transformed, super-heroic state.

SHINGEN'S O-YOROI

Unique Minor Artifact
Aura overwhelming abjuration **CL** 25th
Slot armor **Weight** 45 lbs
In life, the warrior Shingen wore this samurai's great armor. It is enameled in the greenish-gold and crimson colors of his clan. The helm is horned, and a mane of white horsehair trails from beneath the helmet. The snarling mempo is adorned with a fox fur mustache, in imitation of the proud samurai's own. It stinks faintly, of sweat and centipede blood.

Shingen's O-Yoroi is a **+5 Bolstering, Defiant O-Yoroi.** Any sword or spear wielded by the O-Yoroi's wearer gains the *Verminbane* property. The wearer gains proficiency with all spears and swords, including exotic weapon proficiencies, while the armor is worn.

Unlike normal *bolstering* armorers, if the O-Yoroi's wearer damages a creature of the Vermin type with a critical hit, he gains a +5 competence bonus on saving throws against the creature's abilities until the start of his next turn. The armor's *defiant* property activates against creatures of the Vermin type.

Destruction
Shingin's O-Yoroi can be boiled into useless metal, laminar and leather scraps in an enormous, larger than man-sized iron cauldron filled with centipede and spider blood.

SKIN OF PAIN

Common Minor Artifact
Aura overwhelming necromancy (evil) **CL** 30th
Slot all except neck, head, headband and eyes **Weight** 12-15 lbs
In the depths of hell, demon tanners work the skins of sinners, flying souls alive to create dark works of blood art. Demonic warriors go into battle wearing the skins of violated maidens and fallen priests, and occasionally, their horrific armor finds its way into the hands of a mortal warrior.

The Skin of Pain is alive, at least on some level. It is greedy, hungry for the blood of a living host. The Skin of Pain is a gruesome body stocking made of supple human leather, a patchwork abomination of a dozen different skin tones. Pulsing red muscle is visible beneath the skin patches. The Skin of Pain fits tightly to its wearer, like a second skin; it is difficult to tell where the wearer ends and the Skin begins. The Skin exposes only the wearer's hands, feet, face and genitals. The dark armor is fever hot to the touch, and continually drips trace amounts of blood and urine. While inert, the Skin resembles a grotesque, but inert suit of stitched, human-skin armor.

Each day the Skin of Pain is worn, the wearer suffers 1d6 points of temporary CON drain and 1d3 points of temporary WIS drain, making the suit exceptionally lethal and impractical for prolonged wear. Donning or removing the Skin is a full round action.

The Skin of Pain is **+4 studded leather armor of heavy fortification.** The wearer becomes immune to pain and fear effects, as well as the shaken, nauseated, and sickened conditions. Finally, while wearing the Skin of Pain, the wearer receives a +4 profane bonus on Acrobatics, Climb and Stealth checks.

Destruction

The Skin of Pain must be soaked in the urine of new parents, the newly married or prosperous, happy students of any age. Doing so softens the leather, allowing it to be sliced to ribbons with any silver blade.

ARTIFACT WEAPONS

THE 999 EDGE

Unique Major Artifact

Aura overwhelming transmutation and enchantment **CL** 22nd

Slot weapon **Weight** 65 lbs

The legendary warrior Benkei served with honor in the wars against the Taira Clan during Japan's feudal period. His weapon was as outsized and intimidating as the giant warrior himself. Benkei forged The 999 Edge himself, from the 999 swords he took from defeated adversaries, before he lost his first fight and found his master. The 999 Edge is a goliath blade, crudely forged from nearly 1,000 lesser katana blades, bound with steel hoops and golden rivets. The crest of Benkei's adopted clan adorns the enormous hilt.

Benkei's 999 Edge is a **+5 Courageous, Ominous and Vorpal Bastard Sword.** While wielding this blade, the wielder receives a +6 enhancement bonus to his STR score and a +2 enhancement bonus to his CHA score. The wielder is consumed with battle lust however, and suffers all the effects of a barbarian's rage for as long as the weapon is wielded or carried.

Destruction

If a blood descendent of the Taira Clan defeats the current wielder of the 999 Edge in single combat, he may attempt a DC 30 STR check to snap the enormous, composite blade in half, destroying it forever. If successful, the blade is destroyed; otherwise The 999 Edge cannot be destroyed by mortal means. This check cannot be retried.

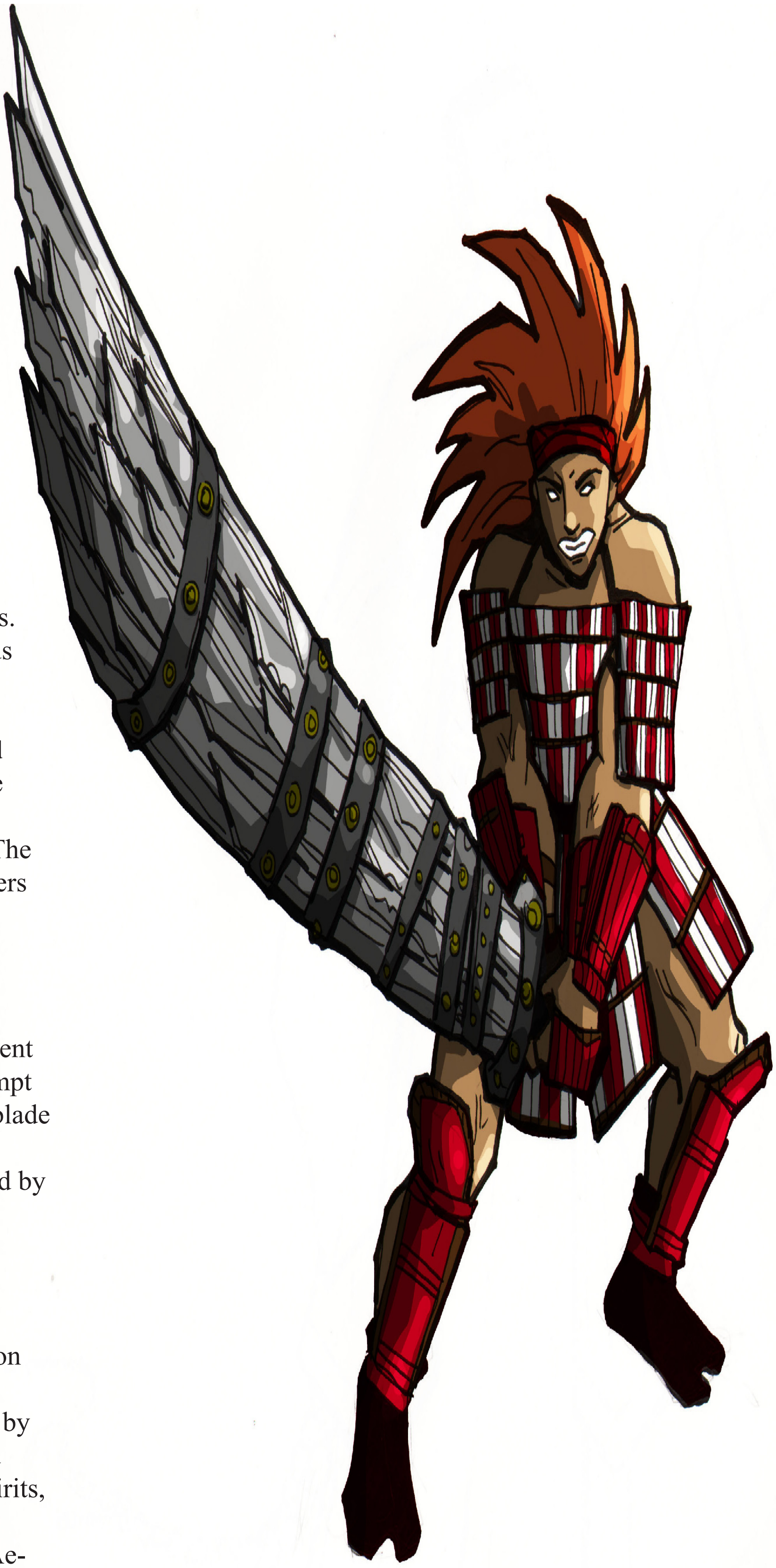
AE-OINAS SPEAR

Unique Major Artifact

Aura overwhelming evocation (good) and transmutation **CL** 50th **Slot** weapon **Weight** 10 lbs

This long spear of pungent mugwart wood was carried by Ae-Oina Kamui, the first and greatest man/god in Ainu theology. Ae-Oina fought great battles against other spirits, and taught the Ainu the rudiments of culture: farming, hunting, craft and law, among other things. Long ago Ae-Oina Kamui retreated with the majority of the Ainu race to the Tatakama, leaving behind only dispirited refugees, easily conquered by the archipelago's Japanese majority.

Ae-Oina's Spear is a thick wooden haft nearly sixteen feet long, with a blade of fire-darkened wood that cuts more efficiently than the finest steel. The weapon is decorated



with long strips of bear fur, which snap like whips when the wielder fights with this foul-smelling weapon.

Ae-Oina's Spear is a **+5 holy, ghost touch longspear.** While the weapon is wielded, the user gains the Ranger's favored enemy class feature, as a 10th level ranger (+4 animals, +2 humanoids of Japanese descent). The owner dreams of ancient Japanese forests, redolent with herbs and rich with fish and game, and becomes immune to effects that disrupt dreams, such as a Night Hag's dream haunting ability.

Destruction
Ae-Oina's Spear is lost somewhere within the Tatakama, where the Ainu are at their strongest. Were it to be brought to the Earth Realm, where the Ainu are a fading race, it would lose much of its power, becoming only a **+2 ghost touch long spear**, though retaining its Ranger-like abilities. Should the Ainu's fortunes continue to decline in the Earth Realm, the spear will become proportionally weaker. This hints that the Spear's fortunes are linked to the Ainu's and should the race perish, the great weapon will soon afterward.

AMANO-MURAKUMO-NO-TSURUGI

Unique Major Artifact
Aura overwhelming evocation **CL** 50th
Slot weapon **Weight** 2 lbs
This fine celestial katana was forged by Amaterasu herself, as a companion to *Kusanagi*, and was presented to the first Emperor of Japan, Amatersau's grandson. Since the disappearance of Kusanagi, it may be the finest katana in the Earth Realm. The weapon remains in the possession of the Imperial Family, hidden in a deep vault, to be drawn only in the event of a major crisis-a threat not just to Japan, but to the entire world. It was last wielded in 1185 CE, during the Gempei War that forged modern Japan.

The blade is made of folded and multiply forged steel that gleams like sunrise, and the hilt and crossguard are made of vibrant red enamel steel. Flaming rubies decorate the hilt.

Amano-Murakumo-No-Tsurugi is a **+5 brilliant energy flaming burst katana**. The wielder becomes immune to blinding effects, gaze attacks, Fire and Cold. The wielder also becomes proficient in Japanese, but speaks and writes in an elaborate, archaic and courtly style while possessing this fine weapon. The wielder can speak no other languages, though retains full understanding and literacy of other languages.

Destruction
Amano-Murakumo-No-Tsurugi can only be destroyed if it is used to commit seppuku by a former Empress or Emperor who abdicated the throne. The blade burns away as it delivers the killing stroke.

BAMBOO CUTTER'S AXE

Common Minor Artifact
Aura strong evocation **CL** 15th
Slot weapon **Weight** 2 lbs
In ancient days, a princess from the Moon came down and fell in love with one of Japan's humblest souls, a simple bamboo cutter. Circumstances forced the ordinary man into heroism to defend his beloved, and the same circumstances transformed a simple woodsman's axe into something spectacular. This weapon looks like an ordinary wood axe made during Japan's feudal period- the only hint as its true nature is the pink-silver gleam at the edge when the moon is high in sky.

The Bamboo Cutter's Axe is a **+3 plantbane, undeadbane handaxe,** which ignores the Hardness of any non-living wooden object it strikes. The wielder gains a Flight speed equal to twice their base landspeed (average maneuverability) at night when the moon is visible.

Destruction
The Bamboo Cutter's Axe can only be shattered by a female smith who unforges the weapon on a night of the new moon.

DRAGONFLY CUTTING SPEAR

Unique Minor Artifact
Aura overwhelming transmutation and divination **CL** 25th
Slot weapon **Weight** 9 lbs
Forged centuries ago by the legendary sword smith, Fujiwara no Masazane, this soldier's spear was so sharp it cleanly bisected an unfortunate dragonfly that merely landed upon the cutting edge. The dragonfly's blood stained the steel an iridescent greenish gold, and to commemorate the miracle, the smith stamped a dragonfly *mon* at the base of the spearhead. The Dragonfly Cutting Spear is today in the private collection of an Amakaze *daimyo*, the pride of his collection.

The Dragonfly Cutting Spear is a **+5 keen longspear of speed** that rewards precision rather than brute savagery. The wielder applies his INT modifier on attack and damage rolls rolls with the weapon rather than STR or DEX. The weapon's targets do not receive a Size bonus to Armor Class if smaller than Medium sized, though larger targets still suffer a size penalty to Armor Class normally.

Destruction
The Dragonfly Cutting Spear can be broken over the knee of any creature with an INT penalty which has missed at least three consecutive attack rolls with the legendary weapon.

THE FALSE KUSANAGI

Unique Minor Artifact
Aura strong necromancy **CL** 18th
Slot weapon **Weight** 2 lbs
The legend of the sword Kusanagi predated the historic invention of the katana sword-form by centuries, so many historians believe the 'true' historic sword was a simpler blade. What history cannot account for is the fact Kusanagi itself was forged in the time before time, by the gods themselves, the model and inspiration for all katana mankind would ever forge.

A lesser, but still artifact-level blade, bearing the name Kusanagi was discovered sometime in the early 19th Century, its provenance unknown. This blade is kept by the conservative monks of the Atsuta Shrine, who never allow outsiders to view it.

The False Kusanagi is a **+3 axiomatic, vorpal shortsword.** After using the vorpal property against a living creature, the wielder must succeed at a WILL Save (DC 10 + ½ the target's HD + their CHA modifier) or be plagued by horrible *nightmares* of that creature, which act identically to the spell. The wielder suffers a -5 morale penalty to Armor Class against the immediate family members of those he slays with this weapon's vorpal property; this effect is permanent until removed with a successful *remove curse.*

Destruction
The False Kusanagi will shatter explosively (inflicting 10d8 slashing damage to the wielder, REF DC 25 half) if ever used to injure a member of the Japanese Imperial Family or any member of the Amakaze.

FAN OF THE GREAT-LAND-MASTER

Unique Major Artifact
Aura strong necromancy and transmutation **CL** 22nd
Slot none **Weight** 3 lbs
This fighting fan's tines are forged from fine steel with golden tips that resemble a charging dragon. The finest silk, ancient beyond imaginging, is stretched between the tines. A cunningly executed print depicts the Sun rising over a pleasant village, and despite the fan's impossible age, the colors are as crisp and vibrant as a beautiful dream. This fan was wielded by Amaterasu's grandson, the first Emperor of Japan, gifted to him by the Sun Goddess herself as a symbol of rulership and discernment.

The Fan of the Great-Land-Master can be wielded as a simple **+1 fighting fan** by any human creature of Japanese descent, or supernatural beings, such as Kami or Kitsune, drawn from Japanese myth.

Japanese characters of the Samurai or Nobility cultural templates wield the fan as a **+3 keen fighting fan.** Japanese characters of the Imperial Family cultural template instead treat the weapon as a **+3 keen, vorpal fighting fan.**

When the Fan of the Great-Land-Master is wielded by a Japanese character of the Imperial Family bloodline, the character also gains a +10 insight bonus on Diplomacy, Sense Motive and Knowledge (tactics) checks.

Destruction
If this weapon is wielded by a member of the Japanese Imperial Family who surrenders to a non-Japanese, human opponent while the weapon is in hand, it rapidly corrodes away to useless, rusted metal and tattered, sun-faded silk.

THE FOXBREAKING SWORD

Unique Minor Artifact
Aura strong law and abjuration **CL** 20th
Slot weapon **Weight** 4 lbs
This fine katana has a maker's mark depicting the god *Fudo*, stamped into the tang. Its hilt is wrapped with vermillion leather over black wood, and the pommel carved in the shape of a fox' head.

The Foxbreaking Sword is stored at a grand temple of Fudo near Tokyo's Narita Airport. The sword was donated to the temple by Emperor Shujaku, and has only occasionally been loaned out to heroes in times of great need. It was forged to end fox possession and insanity, and not only can it slay supernatural tricksters, it can cure those bedeviled by magic.

The Foxbreaking Sword is a **+3 axiomatic kitsune-bane katana.** Once per day, the wielder can speak a command word and turn the blade into silvery smoke. In this state, the Foxbreaking Sword does no damage, but a successful melee touch attack with the blade acts as a targeted *dispel magic,* and *greater restoration* that restores all ability score damage suffered by the blade's target.

The Foxbreaking Sword remain in its silver smoke state for one minute, or until the wielder commands the blade to become a weapon again.

Destruction
The Foxbreaking Sword will shatter if it is used to kill a Lawful Good Kitsune unjustly.

IZANAGIS SPEAR

Unique Major Artifact
Aura overwhelming universal **CL** infinite
Slot none **Weight** 25 lbs
This goliath spear, nearly 18' long, is cosmic force coalesced into the shape of a spear. The hilt is wrapped in ancient and cracking leather, which seems strangely solid against the starscape of the blade. Izanagi's Spear has been lost somewhere beyond the Tatakama for longer than humans have existed in the Earth Realm; no mortal hands have ever touched the weapon.

Izanagi's Spear is the primal tool of creation. A mortal wielder, should they be foolish or bold enough to touch the spear can create a small archipelago in any ocean or sea. This conjures 2d4 new islands, each roughly 3d6 x 10 miles in diameter. The islands can have virtually any terrestrial terrain, from tundra to rainforest, the wielder desires, regardless of the area's prevailing climate, and has plant and animal life appropriate to the terrain. However, once the action of creation is complete (which requires 2-3 hours), the mortal wielder dies, unable to sustain such power. Characters slain in such a way cannot be raised or resurrected.

Divine creatures, including possibly Kami, might be able to call upon even greater powers using Izanagi's Spear. The least of these powers is the ability to create islands as large as the entire Japanese landmass, seemingly without effort, or to sculpt new species according to the wielder's wishes. Divine creatures are not slain when wielding Izanagi's Spear.

Destruction
Izanagi's Spear can only be destroyed if every island it has ever raised is destroyed or significantly damaged first- this includes the Japanese archipelago itself. After that, intense heat, such as the heart of a volcano or the core of a star, can melt away the Spear.

LANCE OF LONGINUS

Unique Major Artifact
Aura overwhelming necromancy **CL** 50th
Slot weapon **Weight** 17 lbs
The spear of the Roman centurion Longinus pierced the side of Jesus as he hung on the cross, and was imbued with powers both dark and divine. The lance (truly a misnamed long spear, once similar to those carried by ordinary Roman soldiers) has metamorphosed over the millennia, transformed by its role in history. Today, the Lance is a shaft of black, pitted iron- impossibly heavy and sharp. The iron of the lance is pitted and warped, as if by great heat, and the spear's point has become an ebony needle. Ancient blood crusts the shaft.

The Lance of Longinus is a **vorpal, wounding long spear.** It's enchantment bonus is determined by the Hit Dice of its intended target. The Lance of Longinus receives a +1 enchantment bonus per 5 full HD possessed by its target, with no cap.

If the Lance of Longinus is used to slay an evil outsider of at least 15 HD, a line of tarry blood forms on the shaft. If the Lance of Longinus is plunged into the chest of a slain creature within 24 hours of the outsider's death, this congealed blood acts as *true resurrection.*

Destruction
The Lance of Longinus is as close to indestructible as a physical object can be. No known means of destruction exists.

SHINGENS BOW

Unique Minor Artifact
Aura strong necromancy **CL** 27th
Slot weapon **Weight** 5th
The bow that Takeda Shingen killed the vile centipede at the heart of Lake Biwa is a finely made weapon of leather and a strange greenish wood. The bow's grip is emblazoned with its owner four-diamond *mon.*

Shingen's Bow is a +7 composite verminbane shortbow of haste. (It is set for a +5 STR modifier.) The bow's wielder never provokes attacks of opportunity for firing the bow in a threatened square. For one round after being damaged by Shingen's Bow, a creature of the Vermin type becomes vulnerable to mind-affecting abilities, as if it were a humanoid. Effects triggered in this manner continue to affect the Vermin until the effect's duration expires.

Destruction
The string of Shingen's Bow can only be severed with a blade made from the hardened carapace of a monstrous Vermin with at least 30 HD.

CONSUMABLE ARTIFACTS

(Cn) indicates a Consumable item

CATPROGRAM UPGRADE (CN)

Common Minor Artifact
Aura overwhelming transmutation **CL** 18th
Slot head **Weight** 1-2 lbs
The Catprogram Upgrade is an expensive yet surprisingly popular after-market modification for POETICA. The exact logistical chain that places these custom-built devices in the hands of POETICA enthusiasts has never been particularly well documented, but most POETICA owners suspect the New Day Girl Factory produces the Catprogram Upgrade in-house, or through a trusted subsidiary, in hopes of directly competing with the major *kitten factories* for the ever shrinking pool of artificial girl profits. Only a tiny handful of Catprogram Upgrade modules come up for auction each year, and are bidding for them is fierce and brutal, with the devices selling for upwards of 10-20 million dollars!

The Catprogram Upgrade is contained in a set of bulky but comfortable head-phone like devices: sleek and ultramodern white plastic and cool aquamarine LEDs that have the roughly triangular shape of cats' ears. When a Catprogram Upgrade is placed on a willing or helpless POETICA's head, she shuts down, becoming unconscious and remaining so for 2d6 hours. During this time, the headphone like device integrates with her bio-mechanical body, becoming integral systems and replacing portions of her artificial brain. A non-prehensile tail of white polymer scales running the length of a rubberized pseudo-muscle shaft grows from the base of the cyber-kitten's spine.

Upgrades
When the POETICA awakens, she gains a +2 enhancement bonus to her DEX, INT and CHA scores, and is considered both a POETICA and a Nekomusume for the purposes of effects based on race, and she may choose traits, feats and powers unique to Nekomusume characters. However, the Catprogram Upgrade weakens the POETICA's willpower, imposing a -2 penalty on her WIS score.

The Catprogram Upgrade functions as an upgraded +4 onboard computer with a built-in attack barrier (x2), which does not count against the POETICA's Drain total.

The POETICA gains a +4 racial bonus on Acrobatics, Computer Use and sound-based Perception checks.

Destruction
The Catprogram Upgrade cannot be removed once installed in a POETICA's systems, dying with the host's decaying neurosystems soon after the host's demise. Prior to implantation, the device can easily be destroyed via mundane force.

EROTIC UKIYO-E (CN)

Rare Minor Artifact
Aura moderate enchantment **CL** 12th
Slot none **Weight** negligible
These small clap books of erotic prints date back to the early Mejii Restoration era, and have become magical due to their centuries of carnal service.

A character literate in Japanese can study the Erotic Ukiyo-E for at least 40 hours. At the end of this period, the reader gains Gifts of Ecstasy and Tantric Wisdom as bonus feats. The Erotic Ukiyo-E fades to illegibility after being so intently studied.

Destruction

The Erotic Ukiyo-E can be destroyed as easily as any other ancient book.

EYRINES FRUIT (CN)

Common Minor Artifact

Aura moderate divination and enchantment **CL** 15th

Slot none **Weight** about ½ lb

Small rooftop gardens bearing Eyrines Fruit adorn many of the Eyrines' secret Osaka and Okinawan headquarters. Eyrines Fruits are magically bred tomatoes, rich and fat and pregnant with sweet, tangy juices.

If the Eyrines Fruit is eaten raw by a repentant creature who has committed rape, it acts as an *atonement* spell and removes the moral (and tactical) stain of all rapes, protecting the character from Eyrines weapons and characters with the Eyrines Training feat. If the character who eats the fruit is not genuinely repentant of the rapes, the fruit acts as *nitharit poison*, save that the character suffers a penalty on their FORT Saves to resist the poison equal to the number of rapes they have committed.

Destruction

Eyrines Fruit can be destroyed as easily as any other piece of fruit.

HELLS FRUIT (CN)

Common Minor Artifact

Aura strong trasnmutation **CL** 15th

Slot armor **Weight** about ½ lb

Hell's Fruit is a pungent, pear-like fruit that has a sweet, light taste despite the fact it stinks worse than rancid meat and has a skin covered in burgundy warts. These fruits are common in ancient forests throughout the Tatakama, in places where the corruption of the Black Else has lightly touched the world. A few bushes grow in the Earth Realm, often near places where powerful demons were slain, or young demons were birthed.

Eating an entire Hell's Fruit makes the wearer's body strangely elastic and rubbery. The character gains *Eerie Dexterity* as a bonus feat, and their natural reach increases by +5 ft (+10 ft if Large sized or larger). The character gains a +4 enhancement bonus to their DEX score.

However, the character's now-rubberized body reacts poorly with water, and they suffer 1d4 points of acid damage per round of full immersion in fresh water or 1d6 points of acid damage per round of full immersion in salt water. Any innate immunity to resistance to acid is lost.

Destruction
Hell's Fruit can be destroyed as easily as any other piece of fruit.

Kumamoto Prefecture, in far Southern Japan, is known for two things: its surviving Druidic traditions and the impressive voluptuousness of its local women. Both these facts can be traced to the prefecture's unique magical flora, which grows in strange symbiosis with the prefecture's extraordinary women.

KUMAMOTO DELIGHTFUL PEAR (CN)

Common Minor Artifact
Aura strong transmutation **CL** 12th
Slot none **Weight** 0.5 to 1 lb per pear
These strange, greenish white fruits grow spontaneously on the sunward sides of the Kumamoto Prefecture's champhor trees, appearing only in the dead of winter. It requires a DC 40 Survival check to find one of these unique pears, assuming they have even blossomed this year.

A woman of Japanese descent who eats the pear gains the Busty Extreme talent. Non-Japanese women and men who eat the pear gain no particular benefit, though in the case of a man eating the pear, he 'enjoys' an effect similar to a massive dose of Viagra for the next several days.

Destruction
A Kumamoto Delightful Pear can be burned, crushed or simply discarded.

KUMAMOTO PINK GRAPE (CN)

Common Minor Artifact
Aura moderate transmutation **CL** 5th
Slot none **Weight** negligible
Kumamoto's Pink Grapes grow spontaneously in shady forests, hidden beneath the leaves of low blooming flowers. They appear only in the late summer, just as autumn begins, and require a DC 30 Survival check to find, assuming they bloomed that year. Kumamoto's surviving Druids and Ainu tribes often use this fruit to initiate local girls into womanhood- those with the best connection to the natural world (and the largest breasts, symbolic of nature's power) often become Druids themselves.

A female humanoid in the Young Adult age category or younger who eats a Pink Grape physically matures to adulthood, immediately gaining the physical effects of aging, though not the mental ones. The young humanoid's adult form is noticeably busty and voluptuous, but not necessarily Busty Extreme unless she specifically chooses that starting talent.

Destruction
A Kumamoto Pink Grape can be crushed, burned, or simply discarded.

PARADISE TICKET (CN)

Common Minor Artifact
Aura overwhelming enchantment and transmutation
CL 21st **Slot** none **Weight** negligible
Paradise Tickets are mysterious paper slips that look like event tickets, printed with an instantly recognizable pink, white and gold glyph. Anyone who views the Paradise Ticket is instinctively aware of its powers and how to activate its magic.

To be used, a character must sign their full name upon the Paradise Ticket. Once signed, the ticket only functions for that character or that character's immediate offspring. The Paradise Ticket can be presented at the ticket window of virtually any event, such as a movie theater, concert hall, amusement park, ect. The ticket taker takes and tears the Paradise Ticket and allows the holder entry to their venue; however, as soon as the ticket's owner steps through the venue's entrance, she disappears and reappears elsewhere, in a pocket reality. No one nearby notices anything unusual.

The pocket reality resembles a glamourous onsen and day-spa. Aside from the ticket holder and spritely, ethereal staff who do not discuss their origins, the onsen/spa is empty. The ticket holder undergoes a comprehensive spa treatment that requires at least 8-16 hours. At the end of this luxurious treatment, the ticket holder gains a +1d4+1 enhancement bonus to her CHA score and gains +3d6 ranks in a Perform skill she has no ranks in, up to her total character level. When the ticket holder's spa treatment ends, she steps through another door and returns to reality, often several blocks away from the place she entered the pocket reality, to find 1d4 days have elapsed.

Destruction
The Paradise Ticket can be torn along the perforations only by the person named on the ticket; doing so destroys the Paradise Ticket. Anyone else finds the flimsy paper ticket as indestructible as steel plate.

TRUE LOTUS BUD (CN)

Rare Minor Artifact
Aura overwhelming abjuration and conjuration (good)
CL 20th **Slot** none **Weight** neg.
True Lotus Buds grow in the watery gardens of Heaven, also known as the Pure Land (or as the Summerland to the high-tech witches of another reality far from Black Japan). These perfectly symmetrical, softly luminous pinkish flowers resemble the flowers of the Earth Realm but are infinitely more beautiful. New True Lotus Buds open whenever a potential *bosatsu* or saint is born in either the Earth Realm or the Tatakama, and thus, are extremely rare flowers.

A True Lotus Bud can be used in two ways, and either use consumes the flower in pale, sweet smelling flame. The True Lotus Bud can be placed on a corpse, casting *True Resurrection* upon it, regardless of how long it has been dead. The True Lotus Bud breaks any bindings on the soul that would prevent its return, such as *Trap the Soul* or *Magic Jar,* as well as any other effect not caused by the direct intervention of a deity.

Alternatively, the True Lotus Bud can be placed on the ground, and sprinkled with incense. Doing so permanently *Consecrates* an area up to 500 ft in diameter. The area remains *consecrated* for 1d4 centuries, or until the effect is dispelled!

Destruction
If touched by a creature of evil alignment, the True Lotus Bud burns with cold purple flame. The creature must succeed at a DC 25 WILL Save or suffer 10d10 points of damage, half of which is fire and half of which is holy damage not subject to Energy Resistance or Immunity. The True Lotus Bud is consumed in the flames.

WISHING PEARLS OF THE DRAGON KING (CN)

Rare Minor (lesser) or Major (greater) Artifact
Aura overwhelming universal **CL** 20th (lesser), 30th or greater (greater)
Slot none **Weight** 5-15 lbs
The Dragon King, *Ryugen*, has a fabulous palace that may be deep beneath the sea, or perhaps hides in the darkest tides of the Black Else, or perhaps both at once. Vast beds of magical pearls, symbol of Ryugen's enormous and uncontainable power grow within the borders of the palace. Occasionally, particularly bold mortals steal such a pearl, or are given on as a gift. Such prizes change hands often unless they are used quickly, because the great powers of the Realms keep close track of such artifacts and contests for their ownership can rapidly turn bloody.

There are two grades of Wishing Pearl. Greater Wishing Pearls are the size of a football and glow with the light of contained azure galaxies; Lesser Wishing Pearls are smaller, roughly orange sized, and glow with the dimmer light of a single green sun.

By holding the Wishing Pearl in hand and concentrating for at least one minute, the wielder gains the benefit of a Limited Wish (lesser) or a true Wish (greater). Using the Wishing Pearl consumes it, and it flakes away to white sand.

When a creature first touches a Wishing Pearl, a vision of that creature, and an awareness of his location is shared with all creatures on the same plane who have touched or wielded a Wishing Pearl within the past day. Distance is no barrier to this supernatural insight.

Destruction
Wishing Pearls can only be destroyed by using the wish or limited wish contained within.

ARTIFACT WONDROUS ITEMS

ABYSSAL EYE

Common Minor Artifact
Aura strong divination **CL** 18th
Slot eyes **Weight** negligible
The Abssal Eye is a purplish-black orb that has an oily sheen. Occasionally azure geomorphs flash and flare within the depths of the orb.

An Abyssal Eye is sometime found within the crashed remains of a creature with the Abyss subtype with at least 15 HD. The Abyssal Eye can bond with any living creature. Doing so requires the creature to carve out one of her eyes, requiring a DC 25 WILL Save to accomplish. This is considered a fear effect. The host plunges the eye into the bloody socket, gaining access to its powers.

While airborne, the host gains *true-seeing* as a constant spell-like ability. The host gains a +1 competence bonus on ranged attack rolls against creatures with the Abyss subtype. Any ranged attacks wielded by the host have their range increments doubled when fired at any creature with the Abyss subtype. This enhancement stacks with the effects of feats like *Far Shot* and the *distance* property.

Special: A Dodoma character can only implant the Abyssal Eye in one of their cranial eyes.

Destruction

If brought within the blast radius of the matter/anti-matter explosion created when a Black Abyss and a White Abyss creature come into contact, the Abyssal Eye detonates within the host's skull, inflicting 6d6 Force damage.

THE ANGELUS BELL OF URAKAMI CATHEDRAL

Unique Major Artifact

Aura overwhelming abjuration **CL** 30th

Slot none **Weight** 250 lbs

This French-made Angelus Bell hung in the tower of the Urakami Cathedral until its destruction on August 9, 1945. The Angelus Bell itself survived, mostly intact, though many of the intricate carvings on the surface were lost to the atomic bomb's thermal pulse. Today, the bell is displayed at the Nagasaki Atomic Bomb Museum; the Angelus Bell has not been run since that morning in 1945.

If the Angelus Bell is rung, its clarion can be heard throughout Nagasaki. All humanoids within the city are protected by a Sanctuary effect (CL 30th), and creatures of lawful good alignment also benefit from a *Protection From Evil* effect at the same caster level. The Angleus Bell can only be rung to magical effect in the hours from sunrise to noon.

Destruction

If Nagasaki ever faces an atomic attack again, the Angelus Bell will absorb the unleashed energy. This protects the city and its inhabitants from harm, but the bell is destroyed completely in the process. The Angelus Bell is tied to Nagasaki; if removed from the city, the Angelus Bell begins rusting away, and flakes away completely within the year.

THE BELL OF MIIDERA

Unique Major Artifact

Aura overwhelming abjuration **CL** 40th

Slot none **Weight** 350 lbs

The Bell of Miidera was a famous temple bell from the feudal era, known for its strong, clarion call and its mirror-bright polish. This heavy iron and copper bell was once stolen by the hero Benkei, but once installed in Benkei's hometown temple, the bell's sound became a mournful tone declaring "I want to go back to Miidera." Eventually, Benkei was so disgusted by the obstinate bell, he kicked it back to its town of origin.

The true bell was lost sometime during the 1960s, and a rather inaccurate copy based on the myth rather than the truth of these events was installed in its place. The True Bell of Miidera is in the Akaname's hands; like Benkei, they cannot utilize its power, but unlike the legendary hero, they are unwilling to part with their prize.

The Bell of Miidera will only function in the town of Miidera. If rung elsewhere, it unleashes a mournful wail, functioning as *Desecrate* as cast by a 20th level cleric, and intones a mournful "I want to go back to Miidera."

If rung in Miidera, all Outsiders lacking the native subtype are affected as if by banishment, cast by a 40th level cleric. Native Outsiders are not affected by the bell. The bell affects all Outsiders within Miidera's city limits, including flying outsiders within 1,000 ft of the ground when the bell is rung. It requires a full round action, and a DC 20 STR check to ring the bell; the Bell of Miidera can be rung with magical intent once per day. During the Bon festival, the Bell of Miidera may be rung up to three times per day with magical intent.

Destruction

Only the legendary sword, the 999 Edge, forged and wielded by the rogue who once stole the Bell of Miidera can cleave through the bell. The 999 Edge ignores the Bell of Miidera's hardness.

CANDYSHIP

Rare Major Artifact

Aura overwhelming universal **CL** 30th

Slot none **Weight** mid-sized starship (several thousand tons)

The offbeat and quizzical Candyship might be a remnant of an earlier Universal Iteration, or a refugee from a dreamlike universe whose physical laws run on fairy-tale logic. Whatever it is, a Candyship is an unforgettable sight – a fully functional, and surprisingly well-armed light starship made entirely out of gingerbread, frosting, jellies, chocolate, sweets and gummi candy.

Each Candyship is a mid-sized starship similar in role and design to a military corvette. The vessel can accommodate a crew of about 20, with moderate cargo space, and an assortment of advanced weapons. The Candyship's armory consists of lasers, other light energy weapons and a few banks of mid-range homing missiles/torpedos. The Candyship is capable of very fast FTL travel and can enter hyperspace and the ITF corridor.

The Candyship has a tactical space speed of 2,500 ft (5 space scale squares) and a tactical in-atmosphere speed of 1,200 ft (good). The Candyship's non-tactical air speed is around Mach 1.7.

The Candyship can pierce dimensional barriers. In addition to 'ordinary' jaunts to hyperspace and the ITF corridor, necessary for long-distance space travel, the vessel can shift itself and all passengers to another plane of existence as often as once every 72 hours.

Destruction
The Candyship is unnaturally durable. It must be destroyed in the same manner three times, otherwise, it just reappears, fully repaired and fueled up, in its usual resting place, or last known landing site 24 hours after being destroyed. The same general means must be used, though the details can change. To permanently destroy the Candyship, for instance, you might have to crash it into a mountain three times, or blow it up in a space battle three times in a row, but it need not be the same mountain or same enemy ship (s) each time.

DEMONS EYE

Common Minor Artifact
Aura strong divination and evil **CL** 18th
Slot eyes **Weight** negligible
The Demon's Eye is a bloody round marble that is hot to the touch; the pupil is an inverted pentacle and Goetic sigil that glows with bloody red lines of force.

A new Demon's Eye may be severed from the body of any chaotic evil outsider with at least 15 HD within a few minutes of the creature's true death, using an edged weapon that could bypass the creature's Damage Reduction in life. Alternatively, such a dark artifact may be passed down among mortal owners for centuries, after being taken from a powerful *oni*.

The Demon's Eye can bond with any living creature. Doing so requires the creature to carve out one of her eyes, requiring a DC 25 WILL Save to accomplish. This is considered a fear effect. The host plunges the eye into the bloody socket, gaining access to its powers.

The wielder gains *true seeing* as a constant spell-like ability, and gains the ability to cast *detect chaos* and *detect evil* at will, as an 18th level caster. The bearer of the Demon's Eye casts spells with the evil or chaos descriptors at +2 caster level, but must succeed at a Spellcraft check (DC 15+ the spell's level) to cast any spell with the good or law descriptors. Failure indicates the spell is wasted.

Special: A Dodoma character can only implant the Demon's Eye in one of their cranial eyes.

Destruction
If the Demon's Eye views a good aligned outsider performing an act of truly epic heroism, kindness, or self sacrifice, it will burn to ash in the host's socket, inflicting 10d6 fire damage (WILL DC 25 half).

DEMONS FIST

Common Major Artifact
Aura strong abjuration and conjuration **CL** 25th
Slot hands **Weight** 5-7 lbs (inert) negligible (bonded)
The Demon's Fist is a powerful, muscular hand that ends in dark black talons, and is protected beneath a layer of silvery serpentine scales that become larger, denser and more jagged at the knuckles. The flesh is some unholy shade of crimson, vermillion or a sickly greenish black. Hosts often conceal their demonic hand beneath an all concealing glove.

A new Demon's Fist may be severed from the body of any chaotic evil outsider with at least 25 HD within a few minutes of the creature's true death, using an edged weapon that could bypass the creature's Damage Reduction in life. Alternatively, such a dark artifact may be passed down among mortal owners for centuries, after being taken from a powerful *oni*.

The Demon's Fist can bond with any living creature. Doing so requires the creature to sever one of her hands, requiring a DC 25 WILL Save to accomplish. This is considered a fear effect. The host plunges the eye into the bloody stump, gaining access to its powers.

The host's unarmed strikes are considered evil, chaotic and cold iron weapons for the purpose of overcoming damage reduction. Upon a confirmed critical hit with an unarmed strike made against an outsider, the Demon's Fist casts *banishment* as a 25th level cleric. The Demon's Fist is always considered an 'object the outsider fears or hates' for purposes of *banishment*.

The Demon's Fist provides the host with a +2 shield bonus to Armor Class (as a buckler), and a +2 morale bonus on all saving throws made against the attacks and spell-like abilities of evil outsiders.

However, the Demon's Fist has a price. Evil Outsiders can automatically since the presence of, general distance and direction to the host within one mile. Most Evil Outsiders will attack the host first, in preference to other targets, and the host suffers a -5 circumstance penalty on CHA based skill checks (except Intimidate) made against Evil Outsiders.

Destruction

The Demon's Fist can be destroyed by incinerating it on a pyre anointed with holy oils after severing it from the wrist of its host.

DEMONS PHALLUS

Common Minor Artifact

Aura strong transmutation and chaos **CL** 18th

Slot belt **Weight** 5-8 lbs (inert), negligible (bonded)

The Demon's Phallus is the weighty, veined monster cock of an elder oni-lord. Perhaps it is fire red, or lurid vermillion, or royal purple or a rich, midnight blue. It is covered in scales and ridges and nearly saurian spines. The cock is as thick around as a muscular man's forearm, and the head is like some kind of strange fruit, gnarled and angry.

A new Demon's Phallus may be severed from the body of any chaotic evil outsider with at least 20 HD within a few minutes of the creature's true death, using an edged weapon that could bypass the creature's Damage Reduction in life. Alternatively, such a dark artifact may be passed down among mortal owners for centuries, after being taken from a powerful *oni.*

The Demon's Phallus can bond to a living male creature. Doing so requires the creature to sever his own penis (which requires a DC 30 WILL Save to accomplish and is considered a fear effect) and plunge the artifact into the bleeding, agonizing wound. The Demon's Phallus comes to life, merging with the creature's flesh and replacing his severed penis. (A female creature could, conceivably, sever her clitoris and attach the Demon's Phallus in the same bloody manner, becoming partially male in the process.)

The creature's alignment moves one step closer towards chaotic evil, and he receives a +2 inherent bonus to his STR and CON scores. The creature gains Phallic Spear Technique as a racial bonus feat. The Demon's Phallus grants its new host a +6 bonus on Perform (sexual) checks if the host engages in non-consensual, violent or dangerous sexual behavior. This bonus increases to +10 on Perform (sexual) checks made against evil Outsiders.

Once bonded to a living creature, a Demon's Phallus cannot easily be removed. It requires *remove curse* to remove the bond, and even then, the creature's original penis remains severed forever, unless *restoration* or similar magic is used to heal the wound. If the host is slain, the Demon's Phallus can be ripped free of his corpse and bonded to a new host.

Destruction
To destroy a Demon's Phallus, it must first be ripped from the corpse of its current host. Then, the Phallus can be destroyed in one of several ways. Perhaps the easiest is to transect the demonic cock, lengthwise, with an *axiomatic, vorpal* blade. Other means of destruction involve boiling in holy water and virgin's blood, the torturous scraping of the urethra by blessed hooks and scalpels, or the use of the Demon's Phallus as a masturbatory tool by an extremely powerful, faithful Lawful Good priestess or cleric prior to her ritual martyrdom.

MAGICAL GIRL'S AMULET

Common Minor Artifact
Aura strong transmutation and conjuration **CL** 22nd
Slot neck **Weight** negligible
The Magical Girl's Amulet is a small ivory cameo in the shape of a heart that opens to reveal a precious stone inside that corresponds the owner's birth stone. It requires 24 hours to attune this artifact to a new owner and to access its power.

As a full round action while wearing the Magical Girl's Amulet, the wielder can undergo a dramatic transformation.

Her non-magical clothing or armor changes to any specialized outfit or non-magical light or medium armor of her choice; this armor is always frilly and colorful, matching the shades of the birthstone inside the amulet. The magically created outfit or armor always has the Near Nudity property, though its life support capabilities (if any) are never compromised.

The transformation also provides the wearer with a +4 equipment bonus on a skill of choice, appropriate for the transformed outfit, as a result of the transformed outfit's implicit equipment. The Magical Girl's Amulet can conjure up to 10 lbs of non-magical, commonly available gear appropriate to the outfit conjured; this equipment vanishes when the Amulet transforms again or when it leaves the owner's possession.

Special: Only females can benefit from this magical item.
Destruction
The Magical Girl's Amulet can only be crushed under the foot of the wielder after she fails a skill check augmented by the artifact.

MELODY ROAD

Rare Minor Artifact
Aura strong abjuration **CL** 20th
Slot none **Weight** landscape feature
Melody Roads are civic projects found at several places throughout Japan. This grooved stretch of highway produces vibrations that resonate through car tires and the auto body when driven over at just the right speed. Melody Roads produce a unique tune at the proper speed, a sort of auditory reward for driving at the ideal speed. Each Melody Road plays a unique tune, usually a stirring classical piece or cheerful instrumental theme from a popular anime. The most famous Melody Roads are found in the **Gunma Prefecture**, and near **Sapporo** in Hokkaido, though others exist through Japan.

Melody Roads are considered minor artifacts because while they can be created by modern occultists, doing so requires the cooperation of civil engineering corps and a massive civic budget. A single spellcaster, no matter how powerful, cannot create a Melody Road alone.

It requires a successful DC 10 Drive check for a driver to gain the benefit of a Melody Road. The Melody Road speeds travel times by 25% and reduces fuel consumption by the same percentage. Drivers gain a +5 luck bonus on Drive checks and Perception checks made to avoid hazards and they reduce the damage inflicted by a crash by half.

The Melody Road acts as a *protection from evil* spell for the car and its passengers so long as it is in motion. Finally, **Black Cars** (see the Black Bestiary) and similar monsters cannot travel along Melody Roads.

Destruction
The destruction of a significant stretch of the roadway (at least 1,000 ft) would disrupt the arcane harmonics that protect the road. Doing so requires either powerful magic, a devastating earthquake or heavy industrial equipment and a lot of time.

RISHUS FLUTE

Unique Minor Artifact
Aura strong conjuration **CL** 15th
Slot none **Weight**
Thirteen centuries ago, the Shingon Buddhist monk Rishu saved the Emperor's life and for his deed, was allowed to found a monastery atop a remote cliff side in Mikawa Province. Only accessible to beings who could fly, Rishu moved between his monastery thanks to his enchanted cryptomeria cedar-wood flute. This fine flute has the imaged of a phoenix in flight carefully burned into its length.

While Rishu's Flute is played, the player gains the ability to fly at a speed equal to their land speed, with poor maneuverability. If the player succeeds at a DC 20 Perform (wind instrument) check, their flight speed increases to 3x their base landspeed and their maneuverability increases to good for one round.

Once per day, the flute's wielder can attempt a DC 25 Perform (wind instruments) check. If successful, she can cast *remove disease.* If she succeeds at a DC 35 Perform (wind instruments) check, she may cast *heal* instead.

Destruction
Rishu's Flute can easily be snapped or burnt.

SHONEN NIMBUS

Rare Minor Artifact
Aura strong transmutation **CL** 18th
Slot none **Weight** 5 lbs
The Shonen Nimbus is a tiny, fluffy white cloud that is surprisingly solid, and feels like a thick, comfortable pillow when held. The Shonen Nimbus floats about waist high at all times, rumbling occasionally like approaching thunder.

The Shonen Nimbus can carry a single rider of size Large or smaller, and up to 200 lbs of additional cargo (including possibly a passenger, who sits behind the controller.) The controller sits crosslegged on the Shonen Nimbus and can control it mentally; the Shonen Nimbus has a Flight speed of 50 ft (average), and offers the controller a +8 bonus on Fly checks to control the cloud. The Shonen Nimbus has a non-tactical flight speed of about 60 mph.

The Shonen Nimbus' controller can use *lighting bolt,* at will, as an 18th level Druid while seated on the cloud.

If the controller steps off the Shonen Nimbus, the cloud follows the controller at waist height until another man take control of the cloud, or the controller commands the Shonen Nimbus to 'stay'. If separated from the controller by less than 500 ft, the Shonen Nimbus can command the Nimbus to come to him, as a free action, by whistling or shouting. Doing so brings the cloud adjacent to the character.

Special: Only males can command or control the Shonen Nimbus; female characters can be carried as passengers, but cannot control the cloud.

Destruction

The Shonen Nimbus disappates into nothingness if commanded to fly beyond the limit of Earth's atmosphere.

STONE OF JIZOS MERCY

Common Minor Artifact

Aura strong conjuration (good) **CL** 18th

Slot none **Weight** 1 lb

This palm sized, square cut ruby bleeds slowly; if placed on a cloth, blood will leech from the stone to the fibers over several minutes. It represents the *Bosatsu Jizo's* infinite mercy towards the dead, especially the souls of dead children. These bleeding stones are found throughout the realms, often discovered in graveyards and shrines to Jizo where offerings to the spirits of dead children are left.

An Ubume who holds the stone and recites a sutra is returned to life, as the human or Half-Elf she once was, and returns her infant child to life, exactly as if the conditions of the Ubume's *Motherhood and Rebirth* racial trait were satisfied. Use of the Stone of Jizo's Mercy consumes it.

Destruction

Undead created from the souls of children (such as Jinzo) or who prey on children or pregnant women (such as Aswang) feel an almost instinctive compulsion to destroy the bloody ruby, and must succeed at a DC 20 WILL Save not to attack the stone. A successful strike from such a creature destroys the stone, but the undead must succeed at a DC 30 WILL Save or be destroyed as well. The Ubume Empress herself feels a similar compulsion, but the destruction of the stone pains, but does not annihilate her.

THEOTOKOTIC PHALLUS

Rare Minor Artifact

Aura overwhelming conjuration **CL** 20th

Slot none **Weight** 2 lbs

The Theotokotic Phallus is an ancient and primal magic, first recorded in European protohistory. Reports of the Phallus can be found lurking between the lines of ancient myths and even some heretical Christian legends. In some stories the Theotokotic Phallus is a wooden rod anointed with holy oils; in others it is a weathered stone penis broken off the statue of some long forgotten fertility god… in other tales, it is a simple witch's broom.

The details change, but the core truth of the story is always the same: a woman who takes the Theotokotic Phallus into her body will bear a god-kissed child, a child (always a son) with a great and profound destiny.

Any woman who masturbates with the Theotokotic Phallus can conceive an especially blessed child. The child gains the *Celestial Template*, and may bear some minor physical sign of his heritage, such as faintly glowing skin, a mystic sigil birthmark or uncanny beauty.

While pregnant, the semi-divine child, the mother receives a +3 divine bonus on all saving throws, and gains Fast Healing 1, the better to protect the godly new life in her womb. Regardless of age or physical condition, a woman who uses the Theotokotic Phallus can safely carry the celestial child to term. After being used to conceive a child, the Theotokotic Phallus disappears, reappearing somewhere else, either in the Earth Realm or the Tatakama.

Destruction

Aborting the celestial child, or slaughtering him soon after birth will destroy the Theotokotic Phallus linked to the child's creation, regardless of where in the realms it has disappeared to.

TIDE JEWELS

Rare Minor Artifact

Aura overwhelming evocation and conjuration **CL** 22nd

Slot none **Weight** 2 lbs

Tide Jewels are a set of two roughly spherical aquamarine stones polished smooth by centuries of handling and smoothing. They are wrapped in a fine rope mesh that connect the twin jewels. One jewel is the *kanju*, and marked with the kanji for "ebb"; the other stone is the *manju*, marked with the kanji for "flow".

While wielding the Tide Jewels, a character receives an assortment of benefits, all related to elemental water. The wielder can cast *control water*, *hydraulic push* or *geyser* at will, as a 22nd level druid. Once per day, the wielder can summon a Huge Water Elemental, who serves the wielder loyally until sunrise or sunset, whichever occurs first.

While wielding the Tide Jewels, the wielder casts spells with the Water descriptor at +3 caster level, but casts spells with the Earth or Fire descriptors at caster level -4.

Destruction
Leaving the Tide Jewels in a baking desert or parched rock for at least a year will crack them, rendering their magic useless.

TOKYO UNDEAD AUTHORITY LICENSE

Common Minor Artifact
Aura strong conjuration **CL** 14th
Slot none **Weight** negligible
The Tokyo Undead Authority is a little funded adjunct of the Tokyo Bureau of Mythological Sanitation, created by a secret section of the post-war Constitution. The Tokyo Undead Authority is empowered with licensing non-harmful, non-predatory undead to exist, with appropriate discretion, alongside mortal humans.

The TUA License is a modern plastic ID plastic identification card with a mag-strip. It bears a color photograph and demographic data about the card's owner, as well as the purple and pink chrysanthemum seal of the TUA. In addition to the owner's name, physical stats, date of birth and place of residence, the card indicates her place, time and manner of death, undead species and feeding requirements (if any).

Each TUA License is custom crafted for a particular undead, by the TUA itself at its Tokyo main branch, and will not function for anyone other than its designated owner. The TUA will normally only issue these cards to non-predatory undead: as neither race feeds directly on humans, Akaname and Goryohime are the most common recipients. Ubume are also issued these ID cards, but more rarely, as they possess curses more directly harmful to mankind. The TUA will only issue an undead license to undead who have no serious criminal record and who are either any Lawful alignment or any Good alignment. These licenses have fees in excess of 5,000 gp (though fees are partially waived for full time students, such as those attending the Hanging Academy, reducing the cost to between 1,800 – 3,000 gp depending on income).

While carrying a TUA License, the undead is not at risk of immediate destruction by weapons with the disrupting property and gains Channel Resistance +5. The TUA License's powers are suppressed outside of Japanese territory, and will not function in the Tatakama, nor on other planes, even those especially near the Earth Realm.

Destruction
A TUA License cracks and becomes useless when the undead it is created for is destroyed.

VILE BLOODWORMS

Rare Minor Artifact
Aura strong transmutation **CL** 20th
Slot none **Weight** 5-8 lbs (colony)
Vile Bloodworms are a species of strange, vermillion earthworms that drip scarlet ichor that stinks like clotting blood and raw meat. Colonies of these worms are only found in the darkest forests of the Tatakama, in ancient glades where men have not walked in long ages. If the worms are collected and allowed to crawl across the nude body of a human, half-elf or half-orc whose chest has been painted with strange kanji, they enter that creature's body and grant immortality.

A human, half-elf or half-orc character transformed by the Vile Bloodworms gains the *Blood Immortal* racial trait, and becomes not only immortal, but virtually indestructible.

Destruction
The creature transformed by the Vile Bloodworms will only lose their immortality if they slay 5,000 HD (in any combination) worth of creatures of a specific type, usually Dragons, Outsiders or Undead, or a specific subtype of Humanoid. The creature is aware of what creature type the Bloodworms demand the death of; after killing 5,000 HD worth of such creatures, the Blood Immortal trait is lost, as the worms in the body die off and are flushed from the system. A colony of Vile Bloodworms not residing in a humanoid host can easily be killed by fire or poison.

THE WHITE GARROTE

Unique Major Artifact
Aura overwhelming necromancy **CL** 25th
Slot none **Weight** 200 lbs
This ancient garrote is hewn from white oak, taken from the fallen branches of the Great Universal Tree. The garrote's seat, post and bindings are carved with skulls and leering oni, and the strangling cord is twined silver chain and black leather.

On any of the three nights of the full moon, the White Garrote may be used to execute a willing female humanoid or monstrous humanoid. The executed woman rises as a Goryohime at dawn, provided her corpse is allowed to rest on the White Garrote until then. (See the *Becoming*

Goryohime in Game sidebar.) The White Garrote may only be used once per night, and then only on nights of the full moon.

If removed from the garrote before dawn, she must succeed at a DC 21 WILL Save; if successful, she rises as Goryohime but gains two permanent negative levels. If the WILL Save fails, the woman truly dies.

Destruction
The White Garrote can be used to put a Goryohime to death, and in this case, its suffocating effects can destroy a creature normally immune to suffocation. As the Goryohime victim dies, her body bursts into heatless black flames that consume the White Garrote.

WONDERFUL PLAY

Common Minor Artifact
Aura overwhelming conjuration **CL** 25th
Slot none **Weight** negligible
This ancient kabuki drama tells a tale of romance, betrayal and warfare, and is bound in a red leather folio. Many copies of the Wonderful Play exist, buried in dusty libraries, forgotten in used book stores, or kept in an ancestor's storage room, waiting only to be rediscovered. Each copy of the Wondrous Play has a slightly different ending and slightly different key scenes leading up to that ending, making each one unique but recognizable as different versions of the same tale.

A troupe of at least five, but no more than eight, actors can perform the Wonderful Play. Doing so requires at least three hours and a DC 20 Perform (act) check. If the check is successful, all members of the acting troupe and up to 50 lbs of personal gear each, are transported into the Tatakama. They arrive in a large city somewhere in the Tatakama, within a kilometer or two of a play house or theater where the Wonderful Play is being performed, though the gamemaster determines exactly where in the Tatakama the troupe actually appears.

The Wonderful Play cannot be used to transport actors from the Tatakama back into the Earth Realm; the actors must find another way home.

Destruction
The Wonderful Play can be shredded or burned as easily as any other book.

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